

TOTALLY UNAUTHORIZED

FIGHTING SECRETS



No Mercy

TEKKEN 2™

MK® TRILOGY

ULTIMATE MK® 3

VIRTUA FIGHTER™ 3

STREET FIGHTER ALPHA™ 2

SOUL EGDE™

MARVEL SUPER HEROES™

KILLER INSTINCT™ GOLD

EIGHT GAMES! SIX PLATFORMS! ABSOLUTE SUPREMACY!

TOTALLY UNAUTHORIZED

FIGHTING SECRETS



No Mercy

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STRATEGY GUIDES

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Fighting Secrets III: No Mercy

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Fighting Secrets III: No Mercy

Contents

Introduction	4
Fighting Games Secret Codes	5
Killer Instinct Gold™ (Nintendo 64®)	10
Marvel Super Heroes™ (Arcade)	28
Mortal Kombat® Trilogy (Nintendo 64®, PlayStation™)	38
Soul Edge™ (Arcade)	60
Street Fighter Alpha® 2 (PlayStation™, Saturn®, Arcade)	69
Tekken 2™ (Arcade, PlayStation™)	81
Ultimate Mortal Kombat® 3 (Saturn®, Genesis®, Super NES®, Arcade)	115
Virtua Fighter 3™ (Arcade)	132

INTRODUCTION

In this book, you'll find sequences of moves represented by a series of arrows and abbreviations. Some of these abbreviations are unique to a particular game. However, many are shared by every game in this book.

When necessary, abbreviations unique to a game are defined at the beginning of its corresponding chapter. The abbreviations used *throughout* this book appear below.

LEGEND

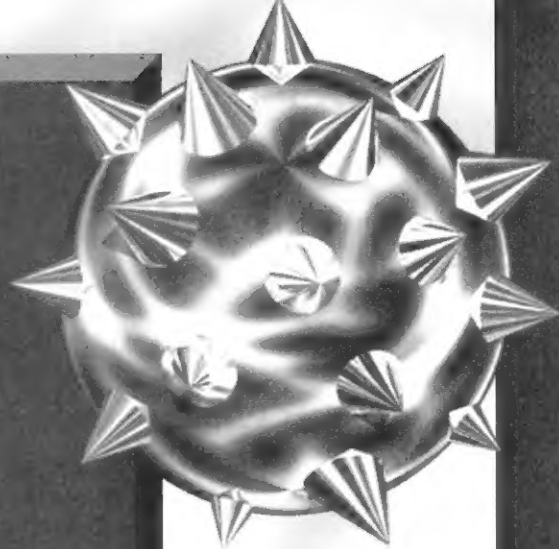
Joystick/D-pad	Movements
→	Move the joystick toward your opponent
←	Move the joystick away from your opponent
↑	Move the joystick up
↓	Move the joystick down
↘	Move the joystick down/toward your opponent
↗	Move the joystick up/toward your opponent
↙	Move the joystick down/away from your opponent
↖	Move the joystick up/away from your opponent

NOTE: Arrows that appear in parentheses indicate a *charge* in the arrow's direction. For example, (→) means to charge toward your opponent.

Button Presses & General Commands

()	Hold: Press and hold the button that appears within parentheses
/	Either button can be used
~	Perform this action after the previous action
+	Perform these actions simultaneously

Fighting Games Secret Codes



BATTLE ARENA TOHSHINDEN 2

Final Fight

To warp to the final boss, press **↑, ↓, ↑, ↓, ↑** + Triangle at the Title Screen.

Play as Uranus or Master

Beat the game on level 4 or higher in 1-player mode. Start a new game and highlight the random select while holding Select. Uranus and Master should gradually appear as the game cycles through its characters.

Play as Vermillion or Sho

Beat the game on level 5 or higher in 1-player mode. Start a new game and highlight the random select while holding Select. Vermillion and Sho should gradually appear as the game cycles through its characters.

Second Colors

Highlight the random select box and hold Select to slow down the cycling. When your character appears, press Triangle, Square, Circle, or X to choose an alternate color.

Sho and Vermillion Codes

As the text flies onto the Opening Screen, quickly press Circle, R2, L1, X, L2, R1 on Controller Two.

Uranus and Master Codes

As the text flies onto the Opening Screen, quickly press R1, L2, X, L1, R2, Circle on Controller One.

BATTLE ARENA TOHSHINDEN REMIX

Saturn Codes

Big Heads

At the Title Screen, hold L + R and press Start. Continue to hold L + R while you select your character.

Play as Cupido

Sho must first be enabled for you to select Cupido. With Sho selectable, highlight Sho on the Character Select screen and press ↑ + A.

Play as the bosses

Finishing the game on the normal setting will make Gaia a playable character. Completing the game without continuing will make Sho playable.

FIGHTING VIPERS

Arcade Secret Codes

Fighting as B. Mahler

On the Character Select Screen, the following sequence of commands must be entered as the Character Select Screen timer hits the 9 second mark:

Press and hold both the START button and UP on the joystick. While still holding both START and UP, nudge the joystick up and to the left or right moving the cursor one character at a time (Player One side will start on Grace and will move joystick up and to the right; Player Two side will start on Picky and will move joystick up and to the left). Remember to continuously keep pressing the START button and Up on the joystick. As you eventually pass the last character on the opposite side of the screen, the cursor should go off the screen and a picture of B. Mahler will appear in the Character Portrait.

NOTE: This code will only work for those Fighting Vipers machine which have had at least 15,000 matches played on them.

Saturn Version Secrets

Adding "Options Plus" to Start/Options Screen:

Finish the game in at least Normal difficulty setting. Then, after the credits play, go back to the Start/Options Screen on the Fighting Vipers Title Screen. Scroll the selections down or up until the text "OPTIONS" appears in a white color. Here, you can choose to turn the background music off, select the level in which you will start for Arcade Mode, and an option to have Big Head Mode turned off or on!

Fight in a Ring without Walls or Fences

In Training Mode, you will find a command list containing all the keystroke commands for every character. Successfully perform a move, and you get an "OK" icon to appear next to the move name on the command list. Get an "OK" icon for every move on the command lists for every character, and then go back to the Options Plus Screen. You should then find a new heading "Ring Off/On" offered. Select "ON" and begin a game. When the game begins, the walls surrounding the ring will have disappeared.

Fighting as Mahler

Beat the game in at least Hard Difficulty setting with any character. After the credits play, go back and start another game, scroll through all of the characters, and you should find that Mahler is a selectable character.

B. M as a selectable character

With Mahler already available as a selectable character, beat the game with Mahler in a Very Hard Difficulty setting. After the credits finish playing through, enter VS Mode, and you should find that B.M. is now able to be selected.

MORTAL KOMBAT II

Saturn Code

Hidden Cheat Menu

During the Story Screen, press ↓, ↑, ←, ←, A, →, ↓, B, Y, C to add an option.

KING OF FIGHTERS '95

PlayStation Codes

Play as the Bosses

Select "Team Edit" and choose "Yes". Now hold Start and press ↑+Circle, →+Square, ←+X, ↓+Triangle. The bosses should appear if the code is done correctly.

NIGHT WARRIORS: DARKSTALKER'S REVENGE

Saturn Codes

Appendix Code

Highlight "Configuration" in the Options Screen and press B, X, ↓, A, Y. The "Appendix" option should appear. Now you can choose things like background music, colors, the Night Warrior's soundtrack, and several other options.

Change Morgan's Outfit

When Morgan wins a round, you can change her outfit by pressing ← or →.

Easy Combos

Select the "Auto Guard" after choosing your character. Now you can perform an easy 3-hit combo by pressing all three Punch or Kick buttons simultaneously.

Pick Fighter's Color

At the Character Selection Screen, press either X, Y, Z, A, B, C, X + B, or Start. Each button will select a different colored character.

Turbo Speed

If things are moving a little slow for your tastes, you can bump up the Turbo Speed to 8 stars. To do so, highlight "Turbo Speed" in the Options Screen and press X, X, B, A, Z. You should hear a chime, which is your cue that you can set the Turbo Speed as high as 8 stars.

VIRTUA FIGHTER KIDS

Saturn Codes

Camera Tricks

Select the CHOOSE VIEWING MODE option from CAMERA ANGLES in the MODE SELECT SCREEN. Press X during a match to switch views, and then any other button to continue switching views.

Combo Master Mode

Select your character and tap ↑ ten times when the "Normal/Kids" option appears.

Play as Dural

At the CHARACTER SELECT screen, highlight Akira and press ↓, ↑, →, A+ ←

Play as Fish Head Dural

At the CHARACTER SELECT screen, highlight Akira and press ↓, ↑, →, A+ ←. Now press and hold C while you choose "NORMAL" or "KIDS" Mode.

Play as Golden Dural

At the CHARACTER SELECT screen, highlight Akira and press ↓, ↑, ←, A+ →

Wireframe Fighters

Hold the L Button as you select a character, and until the match starts.

X-MEN: CHILDREN OF THE ATOM

Saturn Codes

Arcade/Saturn Screen Widths

In the Option Menu, press **↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓, ↑, ↓** to add this hidden option.

Play as Akuma: Player 1

Stop the cursor for two seconds on Spiral, then move the cursor in the following pattern:

Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai.

Pause for two seconds and press **Z+A+C**. You may now also select Akuma at the Continue Screen by holding **L+R+X+Y+Z** and pressing Start.

Play as Akuma Player 2

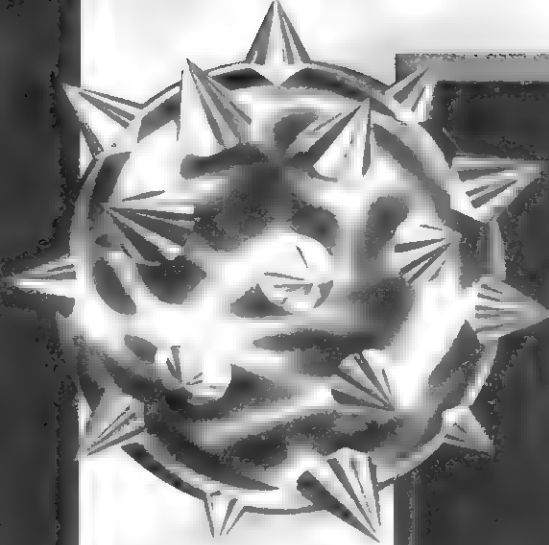
Stop the cursor for two seconds on Storm, then move the cursor in the following pattern:

Cyclops, Colossus, Iceman, Sentinel (go left), Omega Red, Wolverine, Psylocke, Silver Samurai, Spiral.

Pause for two seconds and press **Z+A+C**. You may now also select Akuma at the Continue Screen by holding **L+R+X+Y+Z** and pressing Start.

Quick Continue

To continue without having to reselect your character, hold **←** or **→** as you press Start to continue. This allows you to continue immediately, instead of having to wait for the Character Selection Screen to load.



Killer Instinct Gold™

FULGORE

SPECIAL MOVES

Cyber Dash	← ↙ ↓ ↘ → MK / FK
Plasma Shield	↓ ↙ ← QK
Eye Spark	↘ ↓ ↙ MP / FP
Plasma Slice	→ ↓ ↘ any Punch
Laser Storm	↓ ↘ → any Punch
Fake Laser Storm	↓ ↙ ← QP
Claw Spin	← + FP
Stun Block	← + QP (Hold QP)
Stun Move	↙ ↓ ↘ MK
Stun Reversal	→ ↓ ↘ QP
Anti-Turtling Attack	← + FK
Combo Breaker	→ ↓ ↘ any Punch / any Kick
Ultra Combo Breaker	↓ ↙ ← ↙ ↓ ↘ → FP

SUPER MOVES

Ultra Slice	↓ ↙ ← ↙ ↓ ↘ → FP
Invisibility	↘ ↓ ↙ FK
Teleport in Front	← ↓ ↙ any Punch
Teleport Behind	← ↓ ↙ any Kick
Target Lock / Triple Laser Storm	↓ ↘ → QK (Locks) ← ↙ ↓ ↘ → QP (Fires)
Jumping Eye Laser	↘ ↓ ↙ FP (In Air)

SUPER COMBO MOVES

Chest Spark → ↘ ↓ ↙ ← → QK
 Super Clawspin ← ↙ ↓ ↘ → ← FK

FINISHING MOVES

Super Finish → ↓ ↘ QP
 Ultra Combo → ↓ ↘ QK
 Ultimate Mecha-Morph → ← ↙ ↓ ↘ → MK
 (NM) Ion Cannon ← ↙ ↓ ↘ → ← MP

VALID COMBO OPENINGS

Cyber Dash (FK) + MK/MP
 Cyber Dash (MK) + QK/ QP
 Eye Laser (FP) + MP/MK
 Eye Laser (MP) + QP/QK

VALID TRANSITION MOVES

Cyber Dash (MK) + QK/ QP
 Eye Laser (MP) + QP/QK
 Electroblast + FK/FP
 Slash n' Gash + MK/MP

VALID COMBO ENDINGS

Cyber Dash (FK) Laser Storm (MP)
 Eye Laser (FP) Plasma Slice (FP)

GLACIUS

SPECIAL MOVES

Shoulder Rush	↓ ↘ → MP
Liquidize	↓ ↘ → FK/MK
Fake Liquidize	↓ ↘ → QK
Icy Grip	↓ ↘ → QP
Arctic Blast	↓ ↙ ← any Punch
Ice Pick	↓ ↘ → FP
Double Ice Axe	→ + FK
Body Slam	→ + FP
Stun Block	← + QP (Hold QP)
Stun Move	↓ ↘ → MK
Stun Reversal	↓ ↘ → FP
Anti-Turtling Attack	← + FP
Combo Breaker	↓ ↘ → any Punch/any Kick
Ultra Combo Breaker	← ↙ ↓ ↘ → ← QP

SUPER MOVES

Glacial Blast	→ ↘ ↓ ↙ ← → FP
Avalanche Slam	← ↙ ↓ ↘ → ← QP
Health Recovery	↓ ↘ → hold QK
Surprise Liquidize	← ↙ ↓ ↘ → ← FK

SUPER COMBO MOVES

Liquid Rush	← ↙ ↓ ↘ → ← FK
Arctic Assault	← ↙ ↓ ↘ → ← MP

FINISHING MOVES

Super Finish	↓ ↘ → QK
Ultra Combo	← ↙ ↓ ↘ → QK
Ultimate Crystal Crush	← → ↘ ↓ ↙ ← QK
Ultimate Icicle Javelin	→ ↘ ↓ ↙ ← → MK
(NM) Crystal Crush	(→) → ↘ ↓ ↙ ← QK

VALID COMBO OPENINGS

- Cold Shoulder + QP/QK
 - Liquidize (MK) + QK/QP
 - Icy Grip + FP/FK
 - Reverse Liquidize + MK/MP
-

VALID TRANSITION MOVES

- Cold Shoulder + QP/QK
 - Liquidize (MK) + QK/QP
 - Liquid Rush + MK/MP
 - Arctic Assault + QP/QK
-

VALID COMBO ENDINGS

- Liquidize (FK)
- Icy Grip (QP)
- Arctic Blast (FP)
- Ice Lance (FK)

JAGO

SPECIAL MOVES

- | | |
|--------------------|--------------------------|
| Windkick | ↘ ↓ ↙ any Kick |
| Ninja Slide | ↙ ↓ ↘ any Kick |
| Double Laser Sword | ↘ ↓ ↙ FP |
| Single Laser Sword | ↘ ↓ ↙ MP |
| Endokuken | ↓ ↘ → any Punch |
| Red Endokuken | Hold FP ↓ ↘ → Release FP |
| Fake Endokuken | ↓ ↘ → QK |
| Shindouken | → ↓ ↘ any Punch |
| Hip Toss | → + FP |
| Overhead Strike | ← + FP |
| Double Roundhouse | → + FK |
| Stun Block | ← + QP (Hold QP) |
| Stun Move | ↘ ↓ ↙ MK |
| Stun Reversal | → ↓ ↘ QP |

Combo Breaker	→ ↓ ↘ any Punch/any Kick
Ultra Combo Breaker	↓ ↙ ← ↙ ↓ ↘ → FP
Spirit Release	→ ↘ ↓ ↙ ← → QK

SUPER MOVES

Tiger Thrash	↓ ↙ ← ↙ ↓ ↘ → FP
Shadow Windkick	→ ↘ ↓ ↙ ← → MK
Endokuken Meteor	→ ↘ ↓ ↙ ← + QP

SUPER COMBO MOVES

Ninja Strike	← ↙ ↓ ↘ → ← FK
--------------	----------------

FINISHING MOVES

Super Finish	↙ ↓ ↘ QK
Ultra Combo	↘ ↓ ↙ QK
Ultimate Laser Blade	→ ↓ ↘ + FK
(NM) Dragon Endokuken	→ ↘ ↓ ↙ ← → MP

VALID COMBO OPENINGS

Windkick (FK), MP/MK
 Windkick (MK), QP/QK
 Windkick (QK), FP/FK
 Double Laser Blade, MP/MK
 Single Laser Blade, QP/QK
 Ninja Slide (FK), MP/MK
 Ninja Slide (MK), QP/QK
 Shadow Windkick, QP/QK

TRANSITION MOVES

Windkick (MK), QP/QK
 Windkick (QK), FP/FK
 Ninja Slide (MK), QP/QK
 Ninja Slide (QK), FP/FK

Single Laser Blade, QP/QK

Ninja Strike MP/MK

Shadow Windkick QP/QK

VALID COMBO ENDINGS

Tiger Fury (FP)

Double Laser Blade (FP)

Endokuken (FP)

Windkick (FK)

KIM WU

SPECIAL MOVES

Tornado Kick	↘↓↙ any Kick
Rolling Tornado Kick	→→↘↓↙ any Kick
Firecracker	↘↓↙ MP/FP
Split Kick	↙↓↘ FK
Power Kick	↙↓↘ MK
Fireflower	↓↘→ QP
Rolling Fireflower	→→↓↘→ QP
Fireball	↓↘→ MP/FP (air attack)
Air Fireball	↓↙← any Punch (air attack)
Cyclone Kick	→ + FK
Throw	→ + FP
Forward Roll	→→
Anti-Turtling Attack	← + FK
Stun Block	← + QP (Hold QP)
Stun Move	↘↓↙ MK
Stun Reversal	↙↓↘ MP
Combo Breaker	→↓↘ any Punch/any Kick
Ultra Combo Breaker	↓↙←↙↓↘→ FP

SUPER MOVES

Snap Dragon	↓↙←↙↓↘→ FP
Firestorm	←↙↓↘→← MP (air attack)
Blitz Kick	→↘↓↙←→ FK

SUPER COMBO MOVES

Firecracker Fury	→, ↘, ↓, ↙, ←, →, FP
Tornado Terror	→, ↘, ↓, ↙, ←, →, FK

FINISHING MOVES

Super Finish	↙ ↓ ↘ MK
Ultra Combo	↓ ↘ → QK
Ultimate Flamestar	(→) ↙ ↓ ↘ → ← QK
(NM) Chest Compress	(→) ← ↙ ↓ ↘ → MK

VALID COMBO OPENINGS

Tornado Kick (FK) + MK/MP
Tornado Kick (MK) + QK/QP
Tornado Kick (QK) + FK/FP
Rolling Tornado Kick (FK) + MK/MP
Rolling Tornado Kick (MK) + QK/QP
Rolling Tornado Kick (QK) + FK/FP
Firecracker (FP) + MP/MK
Firecracker (MP) + QP/QK
Blitz Kick + MK/MP

VALID TRANSITION MOVES

Tornado Kick (MK) + QK/QP
Tornado Kick (QK) + FK/FP
Firecracker (MP) + QP/QK
Tornado Terror + MK/MP
Firecracker Fury + MP/MK

VALID COMBO ENDINGS

Tornado Kick (FK)
Firecracker (FP)
Split Kick (FK)
Fireflower (QP)

MAYA

SPECIAL MOVES

Flip Kick	← → MK
Savage Blades	← → MP
Mantis	← → FP
Jungle Leap	← → FK
Jungle Hop	← → QK
Cobra Bite	← → QP
Air Dive	→ FP (air attack)
Jungle Dive	← → FK → FP
Ripper	→ + FK
Hip Toss	→ + FP
Stun Block	← + QP (Hold QP)
Anti-Turtling Attack	← + FP
Stun Move	← → MP
Stun Reversal	← → QP
Combo Breaker	← → any Punch/any Kick
Ultra Combo Breaker	→ ↘ ↓ ↙ ← → FK

SUPER MOVES

Tree Cutter	→ ↘ ↓ ↙ ← → FK
Super Jungle Leap	→ ↘ ↓ ↙ ← → FP

SUPER COMBO MOVES

Amazon Assault	→ ↘ ↓ ↙ ← → MP
Fury Kick	→ ↘ ↓ ↙ ← → MK

FINISHING MOVES

Super Finish	(→) ← QP
Ultra Combo	→ ← FK
Ultimate Mammoth Mash	→ ↘ ↓ ↙ ← → QK
(NM) Shrink Ray	← ↙ ↓ ↘ → ← QP

VALID COMBO OPENINGS

Flip Kick + QK/QP
Savage Blades + QP/QK
Mantis + MP/MK
Jungle Leap + MK/MP
Jungle Hop + FK/FP
Air Dive + MP/MK
Jungle Dive + MP/MK
Tree Cutter + MP/MK

VALID TRANSITION MOVES

Flip Kick + QK/QP
Savage Blades + QP/QK
Amazon Assault + QP/QK
Amazon Fury + QK/QP

VALID COMBO ENDINGS

Mantis (FP)
Jungle Leap (FK)
Jungle Hop (QK)
Cobra Bite (QP)

B. ORCHID

SPECIAL MOVES

Flik Flak	↘ ↓ ↙ any Kick
San	↘ ↓ ↙ FP
Ichi (Ni-San)	↘ ↓ ↙ MP → + MP ← + MP
Tiger Slide	↙ ↓ ↘ any Kick
Airbuster	→ ↓ ↘ any Kick
Tona Fire	↓ ↘ → any Punch
Fake Tona Fire	↓ ↘ → QK
Tona Throw	→ + FP
Double Roundhouse	→ + FK

Anti-Turtling Attack	← + FP
Stun Block	← + QP (Hold QP)
Stun Move	↘ ↓ ↙ MP
Stun Reversal	→ ↓ ↘ QK
Combo Breaker	→ ↓ ↘ any Punch/any Kick
Ultra Combo Breaker	↓ ↙ ← ↙ ↓ ↘ → FK

SUPER MOVES

Gyro Kyaku	↓ ↙ ← ↙ ↓ ↘ → FK
Fire Cat	→ ↘ ↓ ↙ ← → MK

SUPER COMBO MOVES

Tonfa Blaze	← ↙ ↓ ↘ → ← FP
-------------	----------------

FINISHING MOVES

Super Finish	→ ↓ ↘ QP
Ultra Combo	↘ ↓ ↙ QP
Ultimate Shock Therapy	→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← QP
(NM) Shock Therapy	(←) → ↘ ↓ ↙ ← MK

VALID COMBO OPENINGS

Flik Flak (FK) + MK/MP
Flik Flak (MK) + QK/QP
Flik Flak (QK) + FK/FP
Ichi (Ni-San) (1 hit) + QP/QK
Ichi (Ni-San) (2 hit) + QP/QK
Tiger Slide (FK) + MK/MP
Tiger Slide (MK) + QK/QP
Tiger Slide (QK) + FK/FP
Fire Cat + QK/QP

VALID TRANSITION MOVES

Flik Flak (MK) + QK/QP

Flik Flak (QK) + FK/FP

Ichi (Ni-San) (1 Hit) + QP/QK

Ichi (Ni-San) (2 Hit) + QP/QK

Tiger Slide (MK) + QK/QP

Fire Cat + QK/QP

Tonfa Blaze + MP/MK

VALID COMBO ENDINGS

Flik Flak (FK)

San (FP)

Tiger Slide (QK)

Airbuster (FK)

SABREWULF

SPECIAL MOVES

Sabre Pounce	← → FP (Hold FP)
Sabre Spin	← → MK
Extended Sabre Spin	→ → ← MP
Fakeout Sabre Spin	← ← → ← MP
Sabre Howl	← → QP (Hold QP)
Sabre Flip	← → FK
Sabre Wheel	← → MP
Extended Sabre Wheel	→ → ← MK
Fakeout Sabre Wheel	← ← → ← MK
Fake Sabre Howl	← → QK
Sabre Bite	→ + FK
Forward Hop	→ →
Backward Hop	← ←
Fakeout Hop	← ← →
Anti-Turtling Attack	← + FP
Stun Block	← + QP (Hold QP)

Stun Move	↘ ↓ ↙ MP
Stun Reversal	→ ↓ ↘ QK
Combo Breaker	← → any Punch/any Kick
Ultra Combo Breaker	→ ↘ ↓ ↙ ← → FK

SUPER MOVES

Lupus Loopy	→ ↘ ↓ ↙ ← → FK
Fire Claw	→ ↘ ↓ ↙ ← → FP
Beast Bash	→ ↘ ↓ ↙ ← FP (air attack)

SUPER COMBO MOVES

Whirling Wulf	→ ↘ ↓ ↙ ← → MP
Cyclone Spin	F, DF, D, DB, B, F, MK

FINISHING MOVES

Super Finish	(←) → + QK
Ultra Combo	← → QK
Ultimate Sabre-Shock	Hold FK and Release
(NM) Batty	Hold QP and Release

VALID COMBO OPENINGS

Sabre Pounce + MP/MK
Sabre Spin + QP/QK
Extended Sabre Spin + QP/QK
Fakeout Sabre Spin + QP/QK
Sabre Wheel + QK/QP
Extended Sabre Wheel + QK/QP
Fakeout Sabre Wheel + QK/QP

VALID TRANSITION MOVES

Sabre Spin + QP/QK
Sabre Wheel + QK/QP

Sabre Pounce (RCM Version Only) + MP/MK

Whirling Wulf + QP/QK

Cyclone Spin + QK/QP

VALID COMBO ENDINGS

Sabre Pounce (FP)

Sabre Flip (FK)

Sabre Howl (QP)

Sabre Spin (MK)

SPINAL

SPECIAL MOVES

Skele-Skewer	↓ ↘ → MP
Flame Blade	↓ ↘ → FP
Skull Scrape	↙ ↓ ↘ FK
Short Scrape	↓ + FK
Power Devour	← + QP
Soul Drain	↓ ↘ → QP
Skele-Skykick	↓ + FK (air attack)
Chop-Chop	→ + FP
Throw	→ + FK
Run Forward	→ →
Run Back	← ←
Anti-Turtling Attack	← + FP
Combo Breaker	↓ ↙ ← any Punch/any Kick
Ultra Combo Breaker	↓ ↙ ← ↙ ↓ ↘ →

SKULL-POWERED MOVES

Skull Fire	↓ ↘ → any Kick
Skele-Port	↓ ↙ ← any Kick

SUPER MOVES

Grim Reaper	↓ ↙ ← ↙ ↓ ↘ → FP
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Soul Smasher	→ ↘ ↓ ↙ ← → FP
Single Skull Power-Up	↓ ↙ ← MP
Infinite Skull Power-Up	↓ ↙ ← FP
Searing Skull	↓ ↙ ← ↙ ↓ ↘ → MK

SUPER COMBO MOVES

Skull-Barrage	← ↙ ↓ ↘ → ← + FK
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FINISHING MOVES

Super Finish	↓ ↘ → QP
Ultra Combo	→ ↘ ↓ ↙ ← FP
Ultimate Spirit Lift	↓↓↓ QK
(NM) Death Grip	← ↙ ↓ ↘ → ← ↙ ↓ ↘ → QP

VALID COMBO OPENINGS

Skele-Skewer + QP/QK
 Flame Blade + MP/MK
 Skull Scrape + MK/MP
 Short Scrape + MK/MP
 Grim Reaper + MP/MK

VALID TRANSITION MOVES

Skele-Skewer + QP/QK
 Flame Blade + MP/MK

VALID COMBO ENDINGS

Skele-Skewer (MP)
 Skele-Port (FK)
 Skele-Port (MK)
 Skele-Port (QK)

T.J. COMBO

SPECIAL MOVES

Spinfist	(←) → QP
Double Spinfist	(→) ← QP
T.J. Tremor (RCM)	(←) → MK
Powerline	(←) → FP
Skull Crusher	(←) → FK
Roller Coaster	(←) → MP
Double Roller Coaster	(←) ↙ ↓ ↘ → MP
Cyclone Punch	Hold FP for 2 Seconds and Release, Tap FP to Punch or MP to Cancel
Run Past (RCM)	(←) → QK (Close Range Only)
Fake Dizzy	→ ↘ ↓ ↙ ← QK (Tap any button to recover)
Running Roller	(←) → FP → ← MP
Running Spinfist	(←) → FP → ← QP
Run Fake	(←) → FP → ← FP
Roll Away	← ←
One-Two Punch	→ + FK
Throw	→ + MP
Anti-Turtling Attack	← + MP
Stun Block	← + QP (Hold QP)
Stun Move	← → MP
Stun Reversal	← → FP
Combo Breaker	← → any Punch/any Kick
Ultra Combo Breaker	→ ↘ ↓ ↙ ← → FP

SUPER MOVES

Power Frenzy	→ ↘ ↓ ↙ ← → FP
Shadow Coaster	→ ↘ ↓ ↙ ← → MP
Mega Tremor	→ ↘ ↓ ↙ ← MK (air/ground attack)

SUPER COMBO MOVES

Backlash	→ ↘ ↓ ↙ ← → QP
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FINISHING MOVES

Super Finish	(←), →, FK
Ultra Combo	(→), ←, FP
Ultimate Uppercut	Hold FK, Release FK
(NM) Uzi Aeration	(→), ↘, ↓, ↙, ←, →, FK

VALID COMBO OPENINGS

Spinfist + FP/FK
Double Spinfist + FP/FK
Running Spinfist + FP/FK
T.J. Tremor + QK/QP
Rollercoaster + QP/QK
Double Rollercoaster + QP/QK
Running Rollercoaster + QP/QK
Skull Crusher + MK/MP
Shadow Coaster + QP/QK

VALID TRANSITION MOVES

Rollercoaster + QP/QK
Spinfist (RCM Version Only) + FP/FK
Shadow Coaster + QP/QK
Backlash + FP/FK

VALID COMBO ENDINGS

Spinfist (QP)
T.J. Tremor (MK)
Powerline (FP)
Run Past (QK)

TUSK

SPECIAL MOVES

Boot Kick	↘ ↓ ↙ any Kick	
Web of Death	↘ ↓ ↙ FP	
Skull Splitter	↙ ↓ ↘ FK	
Fake Skull Splitter	↙ ↓ ↘ QK	
The Conqueror	→ ↓ ↘ any Punch	
Back Stab	→ ↘ ↓ ↙ ← QP	(Close Range Only)
Double Chop	→ + FP	
Leg Throw	→ + FK	
Anti-Turtling Attack	← + MP	
Stun Block	← + QP (Hold QP)	
Stun Move	← → MP	
Stun Reversal	← → FP	
Combo Breaker	→ ↓ ↘ any Punch/any Kick	
Ultra Combo Breaker	↓ ↙ ← ↘ ↓ ↘ → FP	

SUPER MOVES

The Destroyer	↓ ↙ ← ↘ ↓ ↘ → FP
Flame Sword	← ↙ ↓ ↘ → ← QK
Shadow Conqueror	← ↙ ↓ ↘ → ← FK

SUPER COMBO MOVES

Triad Kick	→ ↘ ↓ ↙ ← → FK
Web Spinner	→ ↘ ↓ ↙ ← → + FP

FINISHING MOVES

Super Finish	→ ↓ ↘ QP
Ultra Combo	↘ ↓ ↙ MP
Ultimate Dino-Attack	→ ↓ ↘ MK
(NM) Meteor Shower	→ ↘ ↓ ↙ ← → ↘ ↓ ↙ ← MP

VALID COMBO OPENINGS

Boot Kick (FK) + MK/MP

Boot Kick (MK) + QK/QP

Boot Kick (QK) + FK/FP

Web of Death + MP/MK

Skull Splitter + MK/MP

Back Stab + FP/FK

Shadow Conqueror + MK/MP

VALID TRANSITION MOVES

Boot Kick (MK) + QK/QP

Boot Kick (QK) + FK/FP

Web of Death + MP/MK

Triad Kick + MK/MP

Web Spinner + MP/MK

VALID COMBO ENDINGS

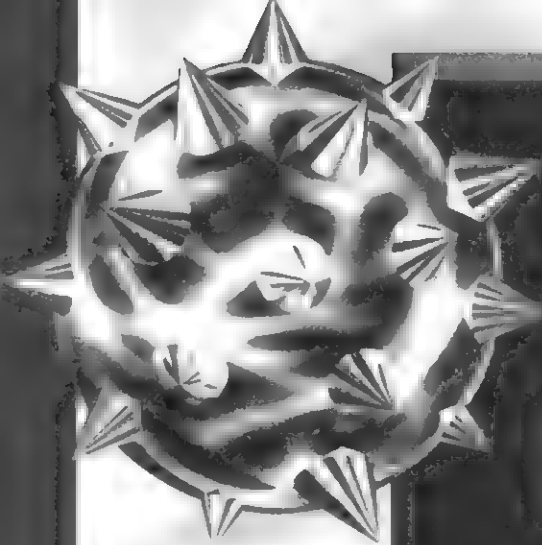
Boot Kick (FK)

Skull Splitter (FK)

The Conqueror (FP)

The Conqueror (QP)

Back Stab (QP)



Marvel Super Heroes™

Buttons

- 1 = Jab Punch
- 2 = Strong Punch
- 3 = Fierce Punch
- 4 = Short Kick
- 5 = Forward Kick
- 6 = Roundhouse Kick

Codes

Disable Gems

Both players must press and hold Start at the beginning of the match, as the "Round One, Fight!" announcement plays. You'll know that it worked if the text, "No Gems" appears at the bottom of the screen and remains there throughout the fight.

Power Gems

This game differs from all other Street Fighter-style Capcom fighting games with the addition of Power Gems. Each Gem gives your character a temporary power-up. Their descriptions and usages follow:

Description of Power-Up:

Power (extra damage)

Mind (Infinite power regeneration)

Soul (healing)

Time (extra speed)

Space (super armour)

Reality (adds projectiles to normal moves)

Gem Color:

red

blue

green

pink

purple

orange

Move Abbreviations

These appear in front of each move in a combo.

S = Standing Attack

C = Crouching Attack

J = Jumping or Airborne Attack
(may involve a super jump)

T = Throw (sometimes air throw)

X = Cross-Up Attack.

NOTE: A Cross-Up Attack is one that hits the opponent in the back of the head as your character jumps over him. Usually very nasty and difficult to block. If you perform a normal block when your opponent executes a Cross-Up Attack, you'll end up blocking in the wrong direction. You must actually push toward the opponent, because you will switch around as the character passes over you. This is somewhat confusing, but it works. Fortunately, Cross-Up Attacks are excruciatingly difficult to pull off in this game.

In Reality Mode, the following effects occur:

Any attack using button 2

Fireballs will travel horizontally toward your opponent.

Any attack using button 5

Six icicles will appear, which drop either up or down, depending on the opponent's location.

Any attack using button 3 or 6

Three electrical spheres will appear, and move in the direction of the joystick at the beginning of the attack. A Neutral joystick position will result in forward, horizontal travel.

Start

Several pumpkins will be lobbed toward the opponent. It takes two to four hits for the opponent to be dizzied by these projectiles.

General Strategy

Always air block when you jump toward your opponents. If they pull off an unexpected attack before you perform your attack, at least you'll avoid a little damage.

Once you've knocked your opponent down, try to hit him before he can get up. Each character has at least one move that works in this situation.

If you don't feel confident with your air combo technique, wait for your opponent to descend from an air combo starter, and just execute a throw. If done correctly, you can get away with it every time.

Captain America

Best Gem: Power

When Captain America uses the Power Gem, several shadows will follow behind each of his moves, all of which have the potential to cause damage. This can cause major headaches for your opponent, especially when your favorite 5-hit combo becomes a massive 10 to 15-hit combo.

Moves

Shield Slash

↓↘→ + any punch

Charging Stars

←↙↓↘→ + any kick

Stars and Stripes

→↓↘ + any punch

Cartwheel

→↘↓↙← + any punch

Infinity Power

Final Justice

↓↘→ + all 3 punch

Miscellaneous

Captain America can double jump. Tap the joystick in any upward direction after you've jumped to readjust your position and path in mid-air.

Captain America's standing fierce and roundhouse (S 3 and S6) attacks have incredible range, which is useful in many situations.

Combos

Captain America's standing strong (S 2) and crouching fierce (C 3) attacks can start an air combo.

S 1, S 3

J 4 or J 2, S 4 or S 5, Stars and Stripes or Charging Stars or Shield Throw (w/ button 1 or 2)

(Air combo) S 2, J [1, 4, 3, (delay) 6, (wait for landing) C 6]

J 4 or J 2, S 4 or S 5, S 2, J [1, 4, 3, (delay) 6, (wait for landing) C 6]

J 4, S 4, Cartwheel, then throw or any combo

Iron Man

Best Gem: Soul

Whenever he hits someone after he uses the Soul Gem, Iron Man fries the enemy with electricity. The enemy stays blue for a while, and lightning streaks surround him. This effect drains energy away from that character's Infinity Bar.

Moves

Uni Beam

↓↘→ + any punch

Smart Bomb

1+4, 2+5, or 3+6

Repulsor Array

↓↙← + any punch

Fly

↓↙← + 456 (can be done on the ground or in the air)

Infinity Power

Proton Cannon

↙↘↓↘→ + 123

Miscellaneous

Energy Blast

S 3

Slide

C 5

Missile

C 3

Knee Thrust

C 5 (in the air)

Hand Beam

J 3

Combos

Iron Man's air combo starter is a Standing Roundhouse kick (S 6).

Missile, then any special move

Any regular attack, then Smart Bomb

J 2, S 1, S 2, S 3, Uni Beam

(In flight) 1, 4, 2, 3, Smart Bomb

(Air Combo) J 5, S 6, J [1, 4, 2, 3], Smart Bomb

Wolverine

Best Gem: Power

Wolverine benefits from the aid of several ultra-fast aftershadows. Each of the aftershadows hit, much like Psylocke's Best Gem power.

Moves

Drill Claw

1+4, 2+5, or 3+6
(+ joystick to aim)

Tornado Claw

→↓↘ + any punch

Berserker Barrage

↓↘→ + any punch
(+ punches, repeatedly)

Infinity Powers

Super Berserker Barrage

↓↘→ + all 3 punch

Weapon X

→↓↘ + all 3 punch

Miscellaneous

Claw Slide

↘ + 3

Dart Kick

] ↘ + 5

Combos

Where to start? Wolverine can combo just about anything, so feel free to experiment beyond these. His standing roundhouse (S 6) starts air combos.

S 1, S 4, S 6, Drill Claw or Berserker Barrage (normal or super) or Weapon X

C 3, Berserker Barrage or Tornado Claw

C 1, C 4, C 2, Tornado Claw or C 3, (short delay) Berserker Barrage

] (1, 2) or] (4, 2), S 2, Drill Claw or Tornado Claw or Berserker Barrage (normal or super) or Weapon X

(Air combo) S 6,] (1, 4, 2), Drill Claw

] (4, 2), S 6, Air combo

Psylocke

Best Gem: Power

Psylocke is aided by two replicas of herself. Either of the replicas' moves can hit the opponent, but only the middle form, her true self, can be hit.

Moves

Psi-Blast

↓↘→ + any punch

Psi-Spin

↓↘→ + any kick

Ninjitsu

↓↙← + any button

Infinity Powers

Psi-Thrust

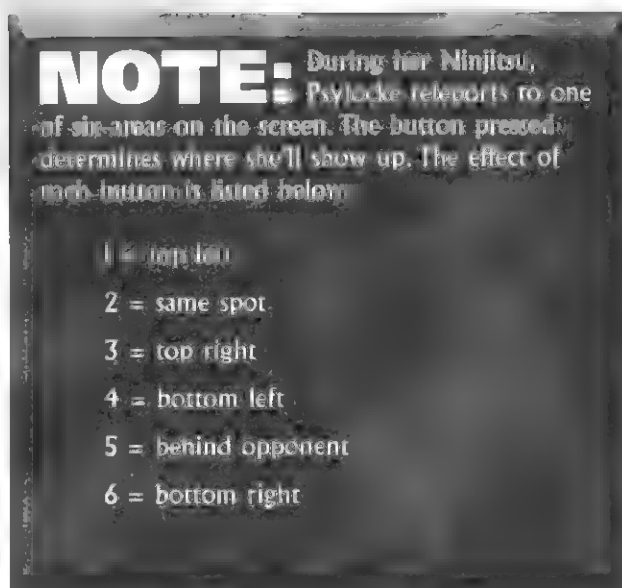
↓↘→ + all 3 punch (+ joystick to aim)

Psi-Maelstrom

↓↘→ + all 3 kick

Kochou Gakure

↓↙← + all 3 kick



Miscellaneous

Cartwheel Kick

↑ + 6

Overhead Lunge Kick

→ + 5

Sliding Kick

→ or ← + 6

Combos

Psylocke can combo a lot of different regular and special attacks. Keep experimenting beyond this list! To start her air combo, use crouching fierce (C 3) or crouching forward (C 5).

Any throw, Psi-Blast (1)

C 1, C 2, C 3, Psi-Blast (3)

J 5, C 5, Psi-Spin (5), Psi-Spin (6), Psi-Spin (4)

(Air combo) C 3, J (4, 2, 3, Cartwheel Kick or Psi-Spin or any Infinity Power)

J 5, C 1, C 2, C 3, J (Cartwheel Kick, 2, 3, Psi-Spin or any Infinity Power)

Spiderman

Best Gem: Power

The Power Gem creates a mirror image of Spiderman, which attacks from the opponent's back side. Only the real Spiderman can initiate a hit on the opponent's back side. If Spidey hits his opponent up close, the opponent takes double damage (regular damage + damage from the twin). This is an extremely effective weapon because it is so confusing.

Moves

Web Throw

↙↘↘→ + any punch

Web Ball

↓↘→ + any punch

Web Swing

↓↙← + any kick

Spider Sting

→↓↘ + any punch (+ same punch)

Infinity Power

Maximum Spider

↓↘→ + all 3 punch

Miscellaneous

Neither of Spidey's web attacks work on Juggernaut. However, Juggernaut still takes some damage from those attacks.

Combos

Spiderman is full of combo potential. His standing strong (S 2) and standing fierce (S 6) start his air combos.

C 5, S 6, J (4, 5, 6)

J 5, C 4, C 5, S 6, J (4, 5, 6)

J 5, C 4, Web Throw

J 2, C 4, S 2, S 3, Spider Sting (both hits)

J (1, 2, 3), S 1, S 2, J (1, 2, 5, 6)

Hulk

Best Gem: Time

Hulk gets to move around a lot faster. Another nice bonus is that his fierce (button 3) and roundhouse (button 6) attacks are as fast as his jab (button 1) and short (button 4) attacks.

Moves

Gamma Rush

(←), → + any kick [+ joystick/button to aim] or (↓), ↑ + any kick [+ joystick/button to aim]

Gamma Throw

↓↓ + 123 [+ any punch to throw]

Infinity Power

Gamma Crush

↓↘→ + 123

Ground Throw

←↙↓↘→ + any punch

Gamma Grab

→↘↓↙← + any punch

Combos

Hulk is not a combo monster, but he can still get off a few good ones. The only way to start an air combo with him is to get close enough so that his crouching fierce (C 3) hits twice.

J (4, 2)

C 1, C 6, Gamma Throw

C 4, S 2 or C 6, Gamma Rush (2 times) or Gamma Throw

(Air combo) C 6, J (1, 4, 2, 6)

J (4, 2), C 2, Gamma Rush (2 times; 1 horizontal, 1 vertical)

J 4, C 1 or C 4, C 3, J (1, 4, 2, 3), Gamma Crush

Magneto

Best Gem: Space

Magneto gets his infamous force field around him. He takes no damage in this mode, but he cannot throw unless he's in the air against non-blocking opponents.

Moves

E-M Disruptor

←↙↓↘→ + any punch
[can be done in the air]

Hyper Gravitation

→↘↓↙← + any kick
[can be done in the air]

Infinity Powers

Magnetic Shockwave

↓↘→ + 123

Magnetic Tempest

↓↘→ + 456

Magnetic Wave

↓↘→ + any punch [only in the air]

Fly

↓↙← + 456

Slide

↓+ 6

Magnetic Bubble

↓+ 5

Miscellaneous

When throwing (ground or air) with the 2 button, Magneto can control where his opponent goes. After he grabs, if you hold the joystick down and continue to tap 2, he throws straight down. If you hold the joystick up and tap 2, he throws up in the air and away.

Combos

Magneto doesn't have as many combos as the quicker characters, but he can still hang. Use his standing strong (S 2) to start his air combo.

(Dash) S 4, S 2

(Dash) C 4 or S 4, C 5 or S 5, E-M Disruptor or Hyper Gravitation

(In flight) 1, 4, 2, 3, Magnetic Wave

(Air combo) S 2, J (1, 4, 2, 3 or 6)

J (1, 2, 3), S 4, S 2, J (1, 4, 2, 3 or 6), Magnetic Wave

Juggernaut

Best Gem: Space

Juggernaut turns gray, and takes little or no damage from attacks. While protected by the Space Gem, Captain America's Final Justice (and other similar moves with auto combos) won't end with the auto combo!

Moves

Juggernaut Punch

↓↘→ + any punch

Earthquake

↓↙← + any punch

Citorak Power Up

→↓↘ + 123

Juggernaut Splash

←↙↓↘→ + any kick

Infinity Power

Juggernaut Headcrusher

↓↘→ + 123

Miscellaneous

Junk Throw

↓↓ + 123 (+ any punch to throw)

In certain backgrounds, you may notice that there are additional objects laying around (most noticeable are the backbone and the boulder). Juggernaut can pick these up and toss them at his opponent. If you hold it too long, the object will be destroyed. On the other hand, the range sucks. But, if you hit with it, your opponent will be in pain!

Combos

It is really difficult for the Jugg to combo consistently, but he has a few tricks up his sleeves. The only move that combos consistently is his Earthquake. Use crouching fierce (C 3) to start his air combo.

(Air combo) C 6, J (1, 2, 6), (delay) C 6

J 4, C 4, Earthquake

J 4, C 4, C 6, Air combo

(Dash) C 5, Juggernaut Splash (1)

Shuma Gorath

Best Gem: Time

While using this Gem, Shuma can turn people into stone. Hits turn them into stone, but revert them back if hit again while stoned. The idea here is to do several even-numbered hit combos to keep opponents stoned (yes, ha-ha) as long as possible.

Moves

Shoot

(←), → + any punch

Mystic Bounce

(←), → + any kick (can be done in the air)

Grab

→↘↓↙← + any kick

Infinity Power

Chaos Dimension

←↙↓↘→ + 123 (+ 2, 3, 5 or 6 to activate)

Shuma Copter

J 5

Force Beam

S 3

Stone Drop

C 5 (in the air)

Miscellaneous

Shuma's Roundhouse (button 6) throw takes life from the opponent's life bar and pours it into his own.

Combos

Shuma has many options available for combos, so many so that it can be difficult to pick just what to use. Standing forward (S 5) starts his air combo.

S 4, Grab

C 6, Super Jump, 6

J (2, 4), C 4, Shoot

{Air combo} S 5, J (1, 4, 2, 5, (delay) 3 or Air Throw)

J (2, 4), S 2, S 4, J (1, 4, 2, 5, Air Throw or 1, 4), Mystic Bounce

Blackheart

Best Gem: Reality

Blackheart turns invisible. Go to town!

Moves

Dark Thunder

←↙↓↘→ + any punch

Thunder Slam

→↘↓↙← + any punch

Infinity Moves

Armageddon

↓↘→ + 123

Heart of Darkness

↓↘→ + 456

Miscellaneous

Summon Demon

J, S, or C 3 or 6

Fake Dash

Regular Dash command, then ←

Air Dash

Dash command (in the air)

Combos

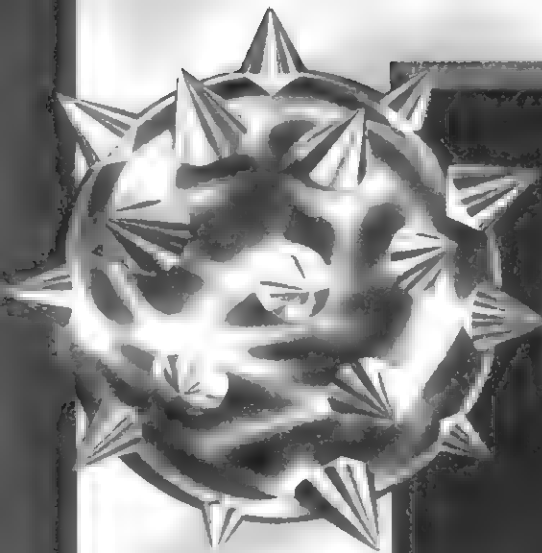
Blackheart is another big character who isn't much on combos, but he has a few decent ones to back him up. Start his air combos with standing strong (S 2).

S 4, S 2

S 3 or S 6, Dark Thunder (3)

(Air combo) S 2, J (1, 4, 2, Air Throw or 5, 3 or 6)

J (5, 2), S 4, S 2, Air combo



Mortal Kombat® Trilogy

Legend

High Punch	HP	Run	RN	Push Kick	D+LK
Low Punch	LP	Roundhouse Kick	B+HK	Neck Kick (Cross-up)	Jumping Kick as you pass over opponent
High Kick	HK	Sweep Kick	B+LK	Throw	LP or F+LP
Low Kick	LK	Uppercut	D+HP		
Block	BL	Juggle Punch	D+LP		

BARAKA™

Special Moves

Blade Fury:

←, ←, ←+LP

Head Swipe:

←+HP

Spark Toss:

↓, ←+HP

Blade Spin:

→, ↓, →+BL
(press BL for extra spins)

Finishing Moves

Decapitation:

←, ←, ←, HP (sweep)

Friendship:

↓, →, →, HK

Brutality:

HP, HP, LP, LP, BL, HK, HK,
LK, LK, BL

Blade Lift:

←, →, ↓, →, LP (sweep)

Babality:

→, →, →, HK

Pit:

LK, RN, RN, RN, RN

Animality:

(HP) →, ←, ↓, →, (sweep)

Links

HP, HP, ←+HP, →+HP (4-hits, 22%)

HK, HK, HP, ←+HP, →+HP (4-hits, 23%)

HK, HK, LK, ←+HK (4-hits, 23%)

SONYA BLADE™

Special Moves

Wave Bolt:

↓, →+LP

Wave Punch:

→, ←+HP

Bicycle Kick:

←, ←, ↓+HK

Leg Throw:

↓+LP+BL

Finishing Moves

Squash Orb:

(BL+RN), ↑, ↑, ←, ↓
(half screen)

Babality:

↓, ↓, →, LK

Pit:

→, →, ↓, HP

Kiss of Death:

←, →, ↓, ↓, RN

Animality:

{LP}, ←, →, ↓, →,
release LP [close]

Friendship:

←, →, ←, ↓, RN

Brutality:

HP, LK, BL, HP, LK, BL, HP,
LP, BL, HK, LK

Links

HP, HP, ↑+LP (juggles; 3-hits, 18%)

HP, HP, LP, ←+HP (4-hits, 22%)

HK, HK, HP, HP, ↑+LP (juggles; 5-hits, 27%)

HK, HK, HP, HP, LP, ←+HP (6-hits, 31%)

JOHNNY CAGE™

Special Moves

High Green Orb:

→, ↓, ←+HP

Shadow Uppercut:

←, ↓, ←+HP

Red Shadow Kick:

←, ←, →+HK

Low Green Orb:

←, ↓, →+LP

Shadow Kick:

←, →+LK

Finishing Moves

Super Uppercut(s):

↓, ↓, →, →, LP [close]

Animality:

(BL) ↓, →, →,
HK [close]

Pit:

↓, ←, →, →, HK

Friendship:

↓, ↓, ↓, ↓, LK

Torso Rip:

↓, ↓, →, →, LK

Babality:

→, ←, ←, HK

Brutality:

LK, HK, LP, HP, HK, HK,
HP, HP, LP, HP

Links

HP, HP, LP, ↓+LP
(juggles; 4-hits, 17%)

LK, LK, HK, LK, LK
(4-hits, 16%)

Super Sub-Zero™ (N64 Only)

Special Moves

Ice Ball:

↓, →+LP

Ice Rain:

↓, →+HP

Near Ice Rain:

↓, →, ←+HP

Ground Freeze:

↓, ←+LK

Sub-Xerox:

↓, ←+LP
(can be done in air)

Ground Slide:

←+LP+BL+LK

Finishing Moves

Fade to Black:

↓, ↓, ↓, →, HP [close]

Stalagmite Stab:

↓, →, →, →, HP [close]

Friendship:

↓, ←, ←, →, LK

Babality:

↓, ←, ←, HK

Animality:

←, ←, →, ↓, LP

Brutality:

LP, HP, BL, LK, LK, HK, HK,
LP, HP, LP

Pit:

→, ↓, →, →, HP

Links

LK, ←+HK, →+LK
(3-hits, 19%)

HP, HP, ↓+LP, ↓+HP
(4-hits, 22%)

HP, HP, LK, ←+HK, ←+LK
(5-hits, 26%)

“Unmasked” Sub-Zero™ (PSX Only)

Special Moves

Iceball:

↓, →, LP

Ice Rain:

↓, →, HP

Far Ice Rain:

↓, ←, →, HP

Close Ice Rain:

↓, →, ←, HP

Slide:

←+LP+BL+LK

Sub-Xerox:

↓, ←, LP

Finishing Moves

Freezing Mist:

←, ←, ↓, ←, RN[Sweep]

Deep Freeze:

BL, BL, RN, BL, RN[Close]

Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP

Animality:

(BL), →, ↑, ↑

Friendship:

LK, RN, RN, ↑

Babality:

↓, ←, ←, HK

Stage Fatality:

←, ↓, →, →, HK

Classic Sub-Zero™ (PSX Only)

Special Moves

Iceball:

↓, →, LP

Ground Freeze:

↓, ←, LK

Slide:

←+LK+LP+BL

Finishing Moves

Fade to Black:

↓, ↓, ↓, →, HP[Close]

Impaler:

↓, →, →, →, HP[Close]

Stage Fatality:

→, ↓, →, →, HP

Babality:

↓, →, →, HK

Brutality: HP, LP, HP, BL, LK, LK, HK, HK, HK, LP, HP, LP

CYRAX™

Special Moves

Far Bomb Toss:
(LK), →, →+HK

Near Bomb Toss:
(LK), ←, ←+HK

Teleport:
→, ↓+BL

Green Net:
←, ←+LK

Air Run:
→, ↓, →+BL
(LP for throw)

Finishing Moves

Helicopter Slice:
↓, ↓, ↑, ↓, HP

Self-Detonation:
↓, ↓, →, ↑, RN (close)

Friendship:
RN, RN, RN, ↑

Babality:
→, →, ←, HP

Animality:
↑, ↑, ↓, ↓ (close)

Brutality:
HP, HK, HP, HK, HK, HP,
HK, HP, HK, LK, LP

Pit:
RN, BL, RN

Links

HP, HP, LP (3-hits, 18%)

HK, HK, ←+HK (3-hits, 19%)

HP, HP, HK, HP, HK, ←+HK (6-hits, 30%)

ERMAC™

Special Moves

Mind Lift:
←, ↓, ←+HK

Green Blast:
↓, ←+LP

Teleport Punch:
↓, ←+HP

Finishing Moves

Johnny Cage Wanna-be:
RN, BL, RN, RN, HK (close)

Telekinetic Massacre:
↓, ↑, ↓, ↓, ↓, BL (sweep)

Friendship:
→, →, →, HP

Animality:
→, →, ←, ←, LK
(one step)

Babality:
↓, ↓, ←, ←, HP

Brutality:
HP, HP, LP, BL, HK, LK, BL,
HP, LP, LK, HK

Pit:
RN, RN, RN, RN, LK

Links

LK, LP (juggles; 2-hits, 15%)

HK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, ←+LP, ↓, →+LP
(juggles; 4-hits, 19%)

HP, HP, ←+LP, HK, LK (5-hits, 24%)

JADE™

Special Moves

High Boomerang:

←, →+HP

Mid Boomerang:

←, →+LP

Low Boomerang:

←, →+LK

Projectile Invincibility:

←, →+HK

Shadow Kick:

↓, →+LK

Second Chance:

←, ←, →, LP

Finishing Moves:

Stomach Stab:

↑, ↑, ↓, →, HP (close)

Babality:

↓, ↓, →, ↓, HK

Brutality:

HP, LK, HP, LP, HK, HK, LK,
BL, BL, HP, HK

Uppercut Impale:

RN, RN, RN, BL, RN (close)

Animality:

→, ↓, →, →, LK (close)

Pit:

←, →, ↓, RN

Friendship:

←, ↓, ←, ←, HK

Links

HP, HP, ↓+LP, ↓+HP (4-hits, 22%)

HK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, ↓+LP, LK, HK, LK, ←+HK (7-hits, 25%)

JAX™

Special Moves

Bionic Rush:

→, →+HK

Ground Smash:

(LK) for ↓ seconds, then
release LK

Backbreaker:

BL (while both
fighters are in air)

Single Shot:

←, →+HP

Gotcha Grab:

→, →+LP (tap LP)

Quad Slam:

LP (quickly tap HP)

Double Shot:

→, →, ←, ←+HP

Finishing Moves:

Slice 'Em Up:

(BL), ↑, ↓, →, ↑, BL (close)

Babality:

↓, ↓, ↓, LK

Brutality:

HP, HP, HP, BL, LP, HP, HP, HP,
BL, LP, HP

Mega Squash:

RN, BL, RN, RN, LK
(full screen)

Animality:

(LP), →, →, ↓, →, then
release LP

Pit:

↓, →, ↓, LP

Friendship:

LK, RN, RN, LK

Links

HK, HK, ←+HK
(3-hits, 19%)

HP, HP, BL, LP, ←+HP
(5-hits, 24%)

HK, HK, ↓+HP, HP, BL, LP,
←+HP (7-hits, 33%)

KABAL™

Special Moves

Web Spin:

←, →+LK

Fireball:

←, ←+HP
(also works in the air)

Ground Saw:

←, ←, ←+RN

Finishing Moves

Super Pump:

↓, ↓, ←, →, BL (far)

Babality:

RN, RN, LK

Brutality:

HP, BL, LK, LK, LK, HK, LP,
LP, LP, HP, LP

Hell Face:

RN, BL, BL, BL, HK (close)

Animality:

(HP), →, →, ↓, →,
release HP (close)

Pit:

BL, BL, HK

Friendship:

RN, LK, RN, RN, ↑

Links

HP, HP, ↓+HP
(juggles; 3-hits, 13%)

LK, LK, HP, HP, ↓+HP
(juggles; 5-hits, 15%)

HP, HP, ↓+LP, ↓+HP
(4-hits, 17%)

LK, LK, ←+HK
(3-hits, 18%)

LK, LK, HK, ←+HK
(4-hits, 24%)

LK, LK, HP, HP, ↓+LP,
↓+HP (6-hits, 17%)

KANO™

Special Moves

Sword Toss:

↓, ←+HP

Upwards Ball Roll:

→, ↓, →+HK

Violent Grab:

↓, →+LP

Slice Uppercut:

↓, →+HP

Psycho Ball Roll:

→, ↓, →+LK

Air Throw

BL (in air)

Ball Roll:

[LK] 3 seconds, then release

Finishing Moves

Skeleton Rip:

(LP), →, ↓, ↓, →,
release LP (close)

Babality:

→, →, ↓, ↓ + LK

Pit:

↑, ↑, ←, LK

Eye Lazer:

LP, BL, BL, HK (sweep)

Animality:

(HP), BL, BL, BL (close)

Brutality:

HP, LP, BL, LP, HP, BL, HK,
LK, BL, HK, LK

Friendship:

LK, RN, RN, HK

Links

HP, HP, LP
(juggles) (3-hits, 18%)

HP, HP, ↓+LP, ↓+HP
(juggles) (4-hits, 22%)

HK, HK, LK, ←+HK
(4-hits, 23%)

HP, HP, HK, LK, ←+HK
(5-hits, 26%)

LK, HK, LK, ←+HK
(4-hits, 23%)

LIU KANG™

Special Moves

High Fireball:

→, →+HP
(performed in air also)

Flying Kick:

→, →+HK

Super Kick:

(LK) ←, →

Low Fireball:

→, →+LP

Bicycle Kick:

(LK) for 4 seconds,
release LK

Finishing Moves

Mental Torch:

→, →, ↓, ↓, LK

Babality:

↓, ↓, ↓, HK

Pit:

RN, BL, BL, LK

Arcade Drop:

↑, ↓, ↑, ↑, BL+RN

Animality:

↓, ↓, ↑ (sweep)

Friendship:

RN, RN, RN, ↓ + RN

Brutality:

HP, LP, HP, BL, LK, HK, LK,
HK, LP, LP, HP

Links

HP, HP, ←+LP (juggles; 3-hits, 13%)

LK, LK, HK, LK (4-hits, 22%)

HP, LK, LK, HK, LK (5-hits, 25%)

HP, HP, BL, LK, LK, HK, LK (7-hits, 29%)

KITANA™

Special Moves

Fan Lift:

←, ←, ←+HP

Fan Toss:

→, →+HP+LP (also in air)

Air Punch:

↓, ←+HP

Finishing Moves

Kiss of Death:

RN, RN, BL, BL, LK (close)

Babality:

→, →, ↓, →, HK

Brutality:

HP, HP, BL, HK, BL, LK, BL,
LP, BL, HP, BL

Head Swipe:

←, ↓, →, →, HK (close)

Animality:

↓, ↓, ↓, ↓, RN
(one step away)

Pit:

→, ↓, ↓, LK

Friendship:

↓, ←, →, →, LP

Links

HK, HK, LK, ←+HK (4-hits, 23%)

HP, HP, ←+LP, →+HP (4-hits, 25%)

KUNG LAO™

Special Moves

Hat Toss:

←, →+LP

Diving Kick:

↓+HK (in air)

Spinning Shield:

→, ↓, →+RN (rapidly press RN for more spins; → or ← to move)

Teleport Attack:

↓, ↑

Double Teleport Attack:

↓, ↓, ↑

Finishing Moves

Vacuum Cleaner:

RN, BL, RN, BL, ↓

Babality:

↓, →, →, HP

Pit:

↓, ↓, →, →, LK

Hat Slice:

→, →, ←, ↓, HP (inside sweep)

Animality:

RN, RN, RN, RN, BL (close)

Friendship:

RN, LP, RN, LK (past sweep)

Brutality:

HP, LP, LK, HK, BL, HP, LP,
LK, HK, BL, HP

Links

LK, LK, ←+HK (3-hits, 19%)

HP, LP, HP, LP, LK, LK, ←+HK (7-hits, 34%)

MILEENA™

Special Moves

Sai Toss:

(HP) 2 seconds, then release
(can be done in air)

Air Kick:

→, →+LK

Ground Roll:

←, ←, ↓+HK

Finishing Moves

Nail Spit:

←, ←, ←, →, LK (full screen)

Friendship:

↓, ↓, ←, →, HP

Brutality:

LP, LP, HP, BL, HK, LK, HK,
BL, HP, LP

Suck and Spit:

↓, →, ↓, →, LP (close)

Babality:

↓, ↓, →, →, HP

Pit:

↓, ↓, ↓, LP

Animality:

→, ↓, ↓, →, HK (close)

Links

HP, HP, ↑+LP, ↓+LP
(4-hits, 22%)

HK, HK, ↑+LK, ↑+HK
(4-hits, 23%)

HP, HP, HK, HK, ↑+LK,
↑+HK (6-hits, 30%)

NIGHTWOLF™

Special Moves

Shoulder Ram:

→, →+LK

Hatchet Swipe:

↓, →+HP

Fast Shoulder Ram:

←, ←, →+HK

Arrow Shot:

↓, ←+LP

Projectile Reflection:

←, ←, ←+HK

Finishing Moves

Energy Channel:

↑, ↑, ←, →, BL (close)

Babality:

→, ←, →, ←, LP

Brutality:

HP, HP, HK, LK, LK, BL, BL,
LP, LP, HP, HK

Lightning Axe:

←, ←, ↓, HP (mid range)

Animality:

→, →, ↓, ↓ (close)

Pit:

RN, RN, BL

Friendship:

RN, RN, RN, ↓ (sweep)

Links

HK, HK, ←+HK (3-hits, 19%)

HP, HP, LP, ↓, →+HP (juggles; 4-hits, 23%)

HP, HP, LP, HK (4-hits, 22%)

LK, HP, HP, LP, HK (5-hits, 27%)

LK, HP, HP, LP, ↓, →+HP (juggles; 5-hits, 28%)

NOOB SAIBOT™

Special Moves

Clone Throw:

→, →+HP

Teleport Slam:

↓, ↑

No Block Ball:

↓, →+LP

Finishing Moves

Spirit Spin:

←, ←, →, →, HK
(half screen)

Babality:

→, →, →, LP

Brutality:

HP, LK, LP, BL, LK, HK, HP,
LP, BL, LK, HK

Teleport Massacre:

↓, ↓, ↑, RN

Friendship:

→, →, ←, HP (full screen)

Pit:

↓, →, BL

Animality:

←, →, ←, →, HK (close)

Links

HP, HP, LP, HK (juggles; 4-hits, 22%)

LK, LK, LK, LK (4-hits, 23%)

RAIN™

Special Moves

Mind Control Orb:
↓, →+HP

Super Roundhouse Kick:
←+HK

Lightning Grab:
←, ←+HP

Finishing Moves

Turned Upside Down:
→, →, ↓, HP (close)

Friendship:
→, →, →, LP

Brutality:
HP, HP, BL, LK, HK, BL, LK,
HK, BL, HP, LP

Lightning Storm:
↓, ↓, ←, →, HK (mid)

Animality:
BL, BL, RN, RN, BL
(inside sweep)

Pit:
→, ↓, →, LP

Babality:
→, ←, ←, HP

Links

HP, HP, LP, HP (4-hits, 22%)

HK, HK, LK, HK, ←+HK (5-hits, 24%)

RAYDEN™

Special Moves

Lightning Toss:
↓, →+LP

Teleport:
↓, ↑

Shocker:
[HP] for 4 seconds,
release HP

Reverse Lightning Toss:
↓, ←+LP

Torpedo:
←, ←, →

Finishing Moves

Super Uppercut:
(HP) for 10 sec., release HP

Animality:
↓, →, ↓, HK
(outside sweep)

Pit:
↓, ↓, ↓, HP

Super Shocker:
(LK) release LK, tap BL+LK
(close)

Friendship:
↓, ←, →, HK

Links

HK, HK, LK, ←+HK
(4-hits, 23%)

HP, HP, LP, LP
(juggles; 4-hits, 27%)

HP, HP, LP, →+HP
(4-hits, 36%)

Babality:
↓, ↓, ↑+HK

Brutality:
HP, HP, LK, LK, LK, HK, LP,
LP, LP, BL, BL

REPTILE™

Special Moves

Fast Force Ball:

→, →, HP+LP

Slow Force Ball:

←, ←+HP+LP

Slide:

←+LP+BL+LK

Acid Spit:

→, →+HP

Invisibility:

↑, ↑, ↓+HK

Reverse Elbow:

←, →, LK

Finishing Moves

Body Snack:

←, →, ↓, BL
(mid range)

Corrosion:

→, →, ↑, ↑, HK (sweep)

Friendship:

↓, →, →, ←, HK (close)

Babality:

→, →, ←, ↓, LK

Animality:

↓, ↓, ↓, ↑, HK (close)

Brutality:

HP, BL, HK, HK, BL, HP, LP,
LK, LK, BL, LP

Pit:

BL, RN, BL, BL

Links

HP, HP, ↓+LP
(3-hits, 26%)

HK, HK, ←+HK
(3-hits, 21%)

HP, HP, HK, ←+HK
(4-hits, 24%)

SCORPION™

Special Moves

Spear:

←, ←+LP

Teleport Punch:

↓, ←+HP (can be done in air)

Forward Leap Punch:

↓, →+HP (can be done in air)

Air Throw:

BL (while both combatants are in the air)

Finishing Moves

Hell Fire:

↓, ↓, ↑, HK (far)

Hell Grab:

→, →, ←, LP (mid range)

The Gathering:

→, →, ↓, ↑, RN (close)

Friendship: N64 only

←, →, →, ←, LK (close)

Babality:

↓, ←, ←, →, HP

Animality:

→, ↑, ↑, HK (close)

Brutality:

HP, HP, BL, HK, HK, LK,
HK, HP, HP, LP, HP

Pit:

→, ↑, ↑, LP

Links

HP, HP, ↑+LP (3-hits, 18%)
HP, HP, HK, ←+HK
(4-hits, 24%)
HK, HK, LK, LK
(4-hits, 23%)

SEKTOR™

Special Moves

Straight Missile:

→, →+LP

Homing Missile:

→, ↘, ↓, ↙, ←+HP

Teleport Punch:

→, →+LK

Double Missile:

←, ←, →+LP

Finishing Moves

Compactor:

LP, RN, RN, BL (sweep)

Babality:

←, ↓, ↓, ↓, HK

Pit:

RN, RN, RN, ↓

Flame Thrower:

→, →, →, ←, BL (mid)

Animality:

→, →, ↓, ↑ (close)

Friendship:

RN, RN, RN, RN, ↓
(half screen)

Brutality:

HP, HP, BL, BL, HK, HK, LK,
LK, LP, LP, HP

Links

HK, HK (2-hits, 15%)

HP, HP, ↓+LP (3-hits, 18%)

HP, HP, HK, ←+HK (4-hits, 22%)

HP, HP, HK, HK, ←+HK (5-hits, 26%)

SHEEVA™

Special Moves

Ground Stomp:

←, ↓, ←+HK

Fireball:

↓, →+HP

Aerial Stomp:

↓, ↑

Finishing Moves

The Hammer:

N64: (LP), ↓, →, →, ↓,
release LP (close)

PSX: →, ↓, ↓, →, LP (close)

Friendship:

→, →, ↓, →, HP

Babality:

N64: RN, RN, RN, LK

PSX: ↓, ↓, ↓, ←, HK

Animality:

N64: (HP), RN, RN, RN,
release HP (sweep)

PSX: RN, BL, BL, BL, BL, (close)

Skin Rip:

(HK) ←, →, → (close)

Pit:

↓, →, ↓, →, LP

Brutality:

HP, LP, BL, LK, HK, BL, HK,
LK, BL, LP, HP

Links

HP, HP, LP, →+HP (juggles; 4-hits, 25%)

HK, HK, LK, ←+HK (4-hits, 27%)

HP, HP, LP, HK, HK, LK, ←+HK (7-hits, 42%)

SINDEL™

Special Moves

Fireball:

→, →+LP

Air Fireball:

↓, →+LK (while jumping or floating)

Wave Dizzy:

→, →, →+HP

Float:

←, ←, →+HK
[→ or ← to move]

Double Fireball:

←, ←, →, LP

Finishing Moves

Hair Wrap:

RN, RN, BL, RN, BL (sweep)

Sonic Scream:

RN, BL, BL, RN, + BL
[close]

Friendship:

RN, RN, RN, RN, RN, ↑

Babality:

RN, RN, RN, ↑

Animality:

→, →, ↑, HP

Brutality:

HP, BL, LK, BL, LK, HK, BL,
HK, LK, BL, LP

Pit:

↓, ↓, ↓, LP

Links

HP, HP, ↓+HP (juggles; 3-hits, 19%)
HP, HP, LP, HK (4-hits, 25%)

HK, HP, HP, ↓+HP (juggles; 4-hits, 27%)
HK, HP, HP, LP, HK (5-hits, 33%)

SMOKE™

Special Moves

Spear:

←, ←+LP

Teleport Uppercut:

→, →+LK

Air Throw:

BL (while both combatants are in mid-air)

Invisibility:

(BL) ↑, ↑, RN

Finishing Moves

Armageddon:

(BL), ↑, ↑, →, ↓ (full screen)

Grenade Drop:

(RN+BL), ↓, ↓, →, ↑
[sweep]

Friendship:

RN, RN, RN, HK
[full screen]

Babality:

↓, ↓, ←, ←, HK

Animality:

↓, →, →, BL (full screen)

Brutality:

HP, LK, LK, HK, BL, BL, LP,
LP, HP, BL, BL

Pit:

→, →, ↓, LK

Links

HP, HP, LP (3-hits, 18%)
HP, HP, HK (3-hits, 19%)
HP, HP, LK, HK, LP
(5-hits, 26%)

STRYKER™

Special Moves

Rushing Attack:

→, →+HK

Baton Takedown:

→, ←+LP

Single Bomb Low:

↓, ←+LP

Single Bomb High:

↓, ←+HP

Double Bomb Low:

→, ↓, ←+LP

Double Bomb High:

→, ↓, ←+HP

The Gat:

←, →+HP

Finishing Moves

Explosive Vest:

↓, →, ↓, →, BL (close)

Tazer Charge:

→, →, →, LK (full screen)

Friendship:

LP, RN, RN, LP

Babality:

↓, →, →, ←, HP

Animality:

RN, RN, RN, BL (sweep)

Brutality:

HP, LP, HK, LK, HP, LP, LK,
HK, HP, LK, LK

Pit:

→, ↑, ↑, HK

Links

HP, HP, LP
(juggles; 3-hits, 18%)

LK, LK, ←+HK
(3-hits, 19%)

HK, HP, HP, LP
(juggles; 4-hits, 23%)

SHANG TSUNG™

Special Moves

Single Fireball:

←, ←+HP

Double Fireballs:

←, ←, →+HP

Triple Fireballs:

←, ←, →, →+HP

Triple Ground Fireballs:

→, →, ←, ←+LK

Finishing Moves

Bed of Spikes:

(LP), ↓, →, →, ↓ (close)

Soul Removal:

(LP), RN, BL, RN, BL (close)

Friendship:

LK, RN, RN, ↓

Babality:

RN, RN, RN, LK

Animality:

(HP), RN, RN, RN (sweep)

Brutality:

HP, BL, BL, BL, LK, HP, LP,
LP, BL, BL, BL

Pit:

↑, ↑, ←, LP

Morphs (*N64 only, **PSX only)

Noob Saibot →, ↓, ↓, ←, HK
 *Baraka RN, RN, BL
 *Johnny Cage →, ↓, →+HP
 Sonya ↓, ↓, ↓+RN+LP+BL
 *Raiden RN, BL, BL
 Rain RN, BL, LK
 Cyrax BL, BL, BL
 Scorpion ↓, ↓, →+LP
 Reptile RN, BL, BL, HK
 Jax →, →, ↓+LP
 Sector ↓, →, ←+RN
 Liu Kang ↓, ←, ↑, →, ↓
 (360° forward)

Jade →, →, ↓, ↓+BL
 Sheeva →, ↓, →+LK
 Kung Lao RN, RN, BL, RN
 *Smoke ←, ←, ↓+LK
 Nightwolf ↑, ↑, ↑
 Sindel ←, ↓, ←+LK
 Ermac ↓, ↓, ↑
 *Sub-Zero BL, BL, RN, RN
 Stryker →, →, →+HK
 Kabal LP + BL, HK
 Kitana →, ↓, →+RN
 *Kano →, ←, →+BL
 Mileena RN, BL, HK
 *Human Smoke BL, RN, LK

**Smoke →, →, LP
 **Baraka ↓, ↓, LK
 **Sub-Zero →, ↓, →, HP
 **Johnny Cage ←, ←, ↓, LP
 **Rayden ↓, ←, →, LK
 **Classic Sub-Zero BL, BL, RN, RN
 **Kano ←, →, BL
 **Human Smoke N/A on PSX

Links

HP, HP, LP, ←+HK
 (4-hits, 22%)
 HK, HK, ←+HK
 (3-hits, 19%)

CLASSIC SMOKE™

Special Moves

Spear:

←, ←+LP

Teleport Punch:

↓, ←+HP
 (can be done in air)

Air Throw:

BL (while both
 komatants are in air)

Finishing Moves

1-2-3 Stretch:

→, →, ←, RN

Babality:

←, ←, →, RN

Brutality:

HP, HP, BL, LK, HK, HP, HK,
 HP, HK, LP, LK

Tele-Death:

RN, BL, RN, RN, HK
 (outside sweep)

Animality:

→, →, →, ←, HK
 (one step)

Pit:

→, ↑, ↑, LP

Friendship:

↓, →, →, →, RN

Links

LK, LP
 (juggles) (2-hit, 15%)

LK, HK, LK, ←+HK
 (4-hits, 23%)

HP, HP, HK, ←+HK
 (4-hits, 24%)

N64 Boss Moves

MotaroTM

Special Moves

- Grab:
→, →, →, HP
- Teleport:
↓, ←, HK
- Projectile:
[LK]

Finishing Move

- The Ultimate:
→, →, →, HK [sweep]

Shao KahnTM

Special Moves

- Laugh:
↓, ↓, RN
- Zap:
→, ↓, →, LK
- Charge:
→, →, HP
- Taunt:
[BL], ↑, ↑, RN
- Hammer:
→, ←, ←, HP

Finishing Move

- The Flight:
→, →, ←, HP [sweep]

PlayStation Boss Moves

GoroTM

Special Moves

- Grab and Smack:
→, →, HP
- Throw:
[close] →+LP
- Spin:
←, ←, →, HK
- Uppercut:
↓+HP
- Fireball:
←, ←, ←, LP
- Roar:
↓, ↓, LK

Kintaro™

Special Moves

Fireball:

←,←,→,HP

Throw:

[close] →+LP

Uppercut:

↓+HP

Teleport Stomp:

↓,↑

Grab Smash:

→,→,HP

Roar:

↓,↓,LK

Shao Kahn™

Special Moves

Hammer:

←,→,HP

Fireball:

←,←,→,LP

Pick Up and Slam:

[close] →+LP

Grab and Smack:

→,→,HP

Shoulder:

↓,↘,→,LP

Upwards Shoulder:

↓,↘,→,HP

Insult:

↓,↓,LK

Laugh:

↓,↓,HK

Motaro™

Special Moves

Fireball:

→,↘,↓,↙,←,HP

Toss:

[close] →+LP

Sweep:

←+LK

Grab and Smack:

→,→,LP

Teleport:

↓,↑

Versus Screen Codes

(★N64 only, ★★PSX only)

Disable Throws

1, 0, 0, 1, 0, 0

Disable Blocking

0, 2, 0, 0, 2, 0

*No Power Bars

-1, -2, -3, 1, 2, 3

Dark Fighting

-4, -2, -2, 4, 2, 2

*Randper Kombat

4, -4, 0, 4, -4, 0

*Psycho Kombat

-1, -2, 5, 1, 2, 5

Unlimited Run

4, -4, -4, 4, -4, -4

Player One: 1/2 Energy

0, 3, 3, 0, 0, 0

Player Two: 1/2 Energy

0, 0, 0, 0, 3, 3

Player One: 1/4 Energy

-3, 0, -3, 0, 0, 0

Player Two: 1/4 Energy

0, 0, 0, -3, 0, -3

*Fight Motaro

-1, -4, -1, 1, 4, 1

*Fight Shao Kahn

0, 3, 3, 5, -4, 4

*Fight Smoke

2, 0, 5, 2, 0, 5

*Fight Noob Saibot

-3, -4, -1, 3, 4, 2

*Hidden Shooter Game

-4, 4, 2, 4, -4, -2

Message Code #1

1, 2, 3, -1, 2, -4

Message Code #2

-1, -2, -3, -4, -4, -4

Message Code #3

2, -2, 2, 2, -2, 2

*Jade's Desert

3, 3, 0, 0, 3, 3

*Scorpion's Lair

-4, -4, -4, 4, 4, 4

*Bell Tower

0, -1, 1, 1, -1, 0

*Noob's Dorfien

0, 5, 0, 0, 5, 0

*Portal

-1, 3, 3, -1, 3, 3

*The Subway

-2, -2, 0, 0, -2, -2

*The Graveyard

-4, -4, -4, 3, 3, 3

*The Roof

3, 4, 3, 3, 4, 3

*Pit III

8, 2, 0, 0, 2, 8

New Randper Kombat

4, 4, 4, 4, 4, 4

Silent Kombat

3, 0, 0, 3, 0, 0

*Display the Version # of the Game

-1, -1, -1, -1, -1, -1

Throwing Encouraged

0, 1, 0, 0, 1, 0

Tour Plug

5, 5, 0, 5, 5, 0

*4-Player Explosive Kombat

2, 2, -3, 2, 2, -3

*4-Player Explosive Kombat/ Throwing Disabled

0, 2, 2, 2, 2, 0

Mike Vinikour Quote

4, 4, -2, -2, 4, 4

Eddie Ferrier Quote

1, 2, 2, 2, 2, 1

Rain Clue

-3, 1, -3, 3, 1, 3

Ed Boon Quote

0, 0, 4, 4, 0, 0

Shao Kahn Cave Background

0, 0, 4, -3, 0, 0

River Background

0, 0, 2, 0, 0, 3

Temple Background

-4, 0, 0, 0, 4, 0

Soul Background

1, 2, 3, -1, 0, 1

Bridge Background

0, -3, -3, 0, 2, 2

Tower Background

-2, -2, 0, 2, 2, 0

Street Background

0, -3, -1, 0, 3, 5

Sans Power

0, 4, 4, 4, 4, 0

Secret Character—Chameleon™

To play as Chameleon, select any male ninja and then hold ◀+BL+RN+HP+HK (it's the same code as the old Human Smoke code).

NOTE: This code was only checked on the PSX version of the game.

Chameleon morphs between all the ninjas during combat. In effect, it's sort of like Randper Kombat.

Brutality:

BL,HP,HK,LP,LK,BL,LK,LP,HP,HP

"?" Option Select (PSX Version Only)

At the options screen, hold L1+L2+R1+R2+↑ until the screen shakes. This enables you to pick from the following hidden options:

1-Button Fatalities, Instant Aggressor, Normal Boss Damage, Low Damage, Health Recovery

If you choose 1-button Fatalities, they are as follows:

HP = Brutality

LP = Babality

HK = Fatality 1

LK = Fatality 2

RN = Animality

BL = Friendship

Stage Select

At the Character Select Screen, highlight Sonya, press ↑ and then START. After choosing your character, you can select the level.

LATE-BREAKING CHARACTER MOVES

MK II Jax™

Highlight Jax and hit SELECT.

Special Moves

Air Wave:

→, ↓, HK (air)

Wave:

→, ↘, ↓, ↙, ←, HK

Slam:

LP, tap HP repeatedly

Gound Smash:

(LK) for 3 seconds

Gotcha Grab:

BL (in air)

Finishing Moves

Head Crush:

(LP) →, →, →, release LP (close)

Brutality:

HP, HP, BL, HK, LP, LP, HP, BL, HK, LK, HK, HP

Friendship:

↓, ↓, ↑, ↑, LK

Babality:

↓, ↑, ↓, ↑, LK

Pit:

↑, ↑, ↓, LK

Links

HP, HP, HP, LP, ← + HP

LK, LK, LK, HK, LK, ← + HK

MK 1 Kano™

Highlight Kano and hit SELECT.

Special Moves

Knife Toss:

(BL) ←, →

Knife Tornado:

←, →, HP (tap HP repeatedly)

Cannonball:

Rotate 360 clockwise

Finishing Moves

Heart Rip:

←, ↙, ↓, ↘, →, LP (close)

Brutality:

HP, HP, BL, HK, HK, LK,
HK, HP, HP, LP, HP

Pit:

←, →, →, BL

Links

HP, HP, HP, HP

LK, LK, HK, → + HK

MK II Kung Lao™

Highlight Kung Lao and hit SELECT.

Special Moves

Torpedo:

←, ←, →

Hat Toss:

←, →, LP

Spin:

↑, ↑, LK

Dive Kick:

↓ + HK (in air)

Teleport:

↓, ↑

Finishing Moves

Hat Decapitation:

(LP) ←, → (far—aim hat for neck)

Brutality:

HP, LP, HK, HK, LP, LP, LP, LK, LK, BL, HP

Friendship:

←, ←, ←, ↓, HK

Babality:

→, →, ←, ←, HK

Pit:

→, →, →, HP

Links

HP, ↓ + LP, ↓ + LP, ↓ + LP

LK, LK, HK, ← + HK, ← + HK

MK 1 Rayden™

Highlight Rayden and hit SELECT.

Special Moves

Lightning:

↓, ↘, →, LP

Teleport:

↓, ↑

Torpedo:

←, ←, →

Finishing Moves

Fatality:

→, ←, ←, ←, HP (sweep)

Babality:

↑, ↑, ↓, HK

Brutality:

HP, HP, HP, HP, BL, HK, HK, LP, HP, HP, HP

Pit:

↓, ↓, →, HK

Links

HP, ↓ + LP, ↓ + LP, ↓ + LP

HK, ← + HK, ← + HK

Shang Tsung™

Morphs

MK I Kano

360 counter-clockwise

MK I Rayden

←, ←, →, RN

MK II Kung Lao

←, ↓, ←, HK

MK II Jax

↓, →, ←, HK

Classic Sub-Zero

BL, BL, RN, RN

Sub-Zero

→, ↓, →, HP

Goro

←, ←, ←, LK

Kintaro

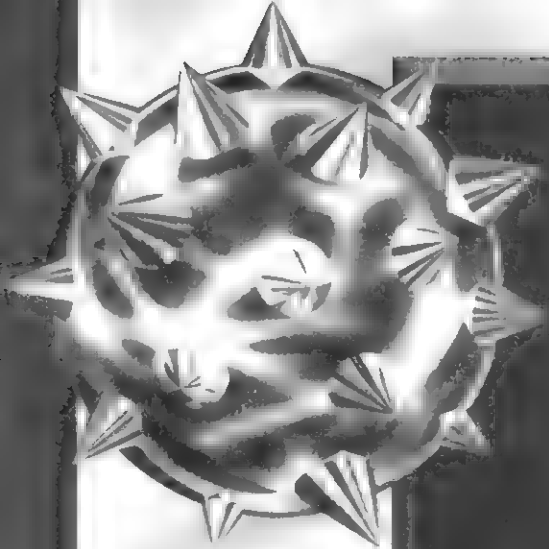
(LP) for 3 sec.

Shao Kahn

←, ←, →, HK

Motaro

→, ↓, ←, HP



Soul Edge™

Legend

A = Horizontal Attack

B = Vertical Attack

K = Kick

G = Guard

Voldo

Move Name	Code
Top Spinner	(G A)
Back Tracker	(G B)
The Stinger	(G A) when behind the opponent
Deadly Rose	(A K)
Demon Elbow	→, (→), B
Leg Trap	←, (←), (A B)
Killer X	B, B
Shears	A
Shears Clap	A, A
Mutilator	A, A, B
Life Stealer	A, B
Dark Shredder	A, B, A
Super Move	↓, ↘ (→ A)
Finish Combo	(A B K)
Finish Extension	(A B K) ↑ (↓ A B)

Move Name	Code
Demon Swing	G while getting up
Wheel of Fortune	(AB)(↑ B) when behind opponent
Spin Kick	K while getting up
Reverse Kick	← (→ K)
Plower	A, K
Shooting Blade	B
Killer X	B, B, B, B, B
High Kick	K
Donkey Kick	↘, K
Praying Mantis	(A B)
Evil Bow	(↓ A B)
Leg Trap	→, (→), (A B)
Kaleidoscope of Pain	→, (→), (A B K)
Deadly Rose	(A K)
Monkey Flip	→, (→), (A B G)

Move Name	Code
Psycho Spin	→, (→), (A B G), K
Humming Torpedo	A
Bloody Clap	(← A B)
Total Eclipse	(← B)
Heaven's Swing	(↓ B)
Power Slave	(↓ B), B
Witch Hunt	(→ B)
Blind Blade	(↘ A)
Demon Elbow	→, (→), B
Black Masquerade	A, (↓ B)
Meat Stabber	(↓ A)
Meat Driller	(↓ A), A
Meat Driller & Kick	(↓ A), K

Move Name	Code
Rat Chase	(↓ A), A, A
Rat Chase & Kick	(↓ A), A, A, K
Wheel of Agony	(A G) when behind an opponent
Orbiting Moon	(←), A
Blind Spin	(← A), A
Gravedigger	(↘ A), A, A
Lift-Up Kick	(↙ K)
Cutting Fire	(→ A)
Stomach Slicer	(↘ B)
Meat Grinder	↓ ↘ → (B G)
House of Pain	↑, (↓ A B)
Spinner	(A G)

Li Long

Move Name	Code
Dragon Pain	(→ A) B, K
Backward Swing	A while getting up
Rising Stab	B while getting up
Flip Kick	K while getting up
Hurricane	(→ A) A, A
Viper Slash	(→ A), A (↓ A)
Viper Slash Kick	(→ A), A (K ↓)
Finish Combo	(A B K)
Finish Extension	(A B K) → (→ A B)
Death Drop	(G A) when in close
The Dragger	(G B) when in close
Last Breath	(G A) when behind an opponent
Art of Snake	A
Twin Snakes	A, A
Thunderstorms	A, A, A
Whipping	A, (↓ A), A

Move Name	Code
Whiplash Kick	A, A, K
Whiplash Low Kick	A, A, (K↓)
Whiplash Pain	A, (↓ A K), BA
Victim of Snake	A, B
Dragon's Beat	A, B, K
Rope Attacher	(← A)
Rope Skipper	(↙ A)
Double Stab	(↓ A), (↑ B)
Art of Dragon	B
Twin Dragons	B, B
Hailstorm	B, B, B
Sadistic Cross	B, A
Drum Beat	B, K
Drum Solo	(↘ B)
Drum Roll	(↘ B), B
Drum Fire	(↘ B), B, B
Dragon Attack	(↙ B)

<i>Move Name</i>	<i>Code</i>
Air Splitter	(↙ B), A
Aiming Snake	(→ B)
Snake Venom	(→ B), B
Punisher Whip	→, (→), B
Monkey Magic	↓, ↘, →, B
Dragon's Elbow	↓, ↙, ←, B
Dragon's Knuckle	↓, ↙, ←, B (← B)
High Kick	⌘
Twin Harpoon	K, K
Harpoon Driller	K, (↓ K)
Rising Dragon	K, (↓ A)

<i>Move Name</i>	<i>Code</i>
Rising Kick	→, (→), K
Stamping	(↘, K)
Crab's Claw	K, while running
Spinning Low Kick	(A B) while crouching
Crazy Windmill	(A B)
Fire & Brimstone	→, (→), (A B)
Dragon's Revenge	(← A G)
Dangerous Driver	(A G)
Hell's Throat	(B G)
Body Crusher	(A B) or (B G) from behind an opponent

Siegfried

<i>Move Name</i>	<i>Code</i>
Uppercut	B while getting up
Finish Combo	(A B K)
Finish Extension	(A B K) → ↓ (↘ B K)
The Sandman	(G A) when behind the opponent
Blackmail	←, ←, B, B
Flap Jack	↓, (G A)
Sledgehammer	→, (→), (A B)
Cold Steel	(G A) when in close
Power Bomb	(G B) when in close
Slash	A
Double Slash	A, A
Spiral Attack	A, A, B
Royal Crash	■
Knight Crasher	B, B
Brain Masher	B, B, B
Manslaughter	B, B, K
Edge of Blade	A while getting up

<i>Move Name</i>	<i>Code</i>
Spiral Blade	A, A while getting up
Wheel Turner	(→ A)
Drilling Horn	(→ B)
Overkill	(↙ B)
Backspin Slash	(← A)
Head-Butt	(← B)
Double Head-Butt	(LB), B
Triple Head-Butt	(← B), A, B
Shoulder Charge	(→ B K)
High Kick	⌘
Drop Kick	(B, K) while running
Double Lancers	(↘ K), K
Rising Kick	K while getting up
Cannonball Lifter	(↘ B)
Sliding Kick	K while running
Spin Kick	(A, K)
Brainstormer	B, K
Invader	←, (LB)

Move Name	Code
Earth Divide/Super	↓ ↘ → B
Stomping	(↘ K), K, K, K
Flap Jack	(↓ A G)
Eagle's Flap	A, (↓ A)

Move Name	Code
Cross Cutter	B, (↓ A)
Mortal Slaughter	(↙ B), (← B)
Command of the Blade	→ ↓ ↘ (B K)
Brutal Smack	(A G)
Hurricane Slash	(B G)

Seung Mina

Move Name	Code
Vane Kick	← (→ K)
Standing Kick	K while getting up
Low Tide	(→ B) (↓ A)
Star Dancer	(↑ A B)
Star Spin Slash	A while getting up
Glitter Big Dipper	B while getting up
Super Move	(↗ A B)
Finish Combo	(A B K)
Finish Extension	(A B K) ← (← A B)
Skyscraper	(← B), ↓, (A B)
Grab Attack	(G A) when in close
Flip Throw	(G B) when in close
Say Uncle	(G A) when behind the opponent
Axle Kick	(B K)
Spinning Sparrow	(↘ A)
Triple Wave	B, B, ↓, A
Sparrow's Rush	A, A, A
Fly Flapper	A
Triangle Flap	A, A
Fly Flipper Kick	A, K
Lightning Sparrow	A, A, B
Flashing Sparrow	A, A, K
Rising Sparrow	A, A, A, K

Move Name	Code
Burning Sparrow	A, A, A, (↓ K)
Crazy Seesaw	A, (→ A)
Bad Attitude	A, (→ A), A
Dancing Souls	A, (→ A), A, K
Sleeping Souls	A, (→ A), A, (↓ K)
Breath Taker	(→ A)
Xylophonist	(→ A), K
Garden Plower	B
Art of Heaven	B, A
Sheep CAser	B, B
Fire Dance	B, K
Meteor Shower	B, B, B
Art of Earth	B, (↓ A)
Spear	(→ B)
High Tide	(→ B), B
Rip Ride	(→ B), A
Enchanted Spear	(← B)
Skyscraper	(← B), (↓ A B)
Big Dipper	(↘ B)
High Kick	K
Middle Kick	(↘ K)
Spinning Kick	(← K)
Rocket Launcher	→, (→), K
Moon Crusher	→, (→), K, K

Move Name	Code
Earth Crusher	→, (→), K, K, K
Knee Crusher	(↘ K)
Starlight Explosion	(A B)
Baton Twirler	(A B), → ↘ ↓ ↙ ← B

Move Name	Code
Orion Express	(A B), (→ A)
Star Destroyer	(A B), (→ A), B
Killing Vault	(↗ A B)
Crystal Cyclone	←, (← A B)

Rock

Move Name	Code
Rising Stab	B while getting up
Spin Gut Slice	A while getting up
Super Move	↓, ↘ (→ B K)
Finish Combo	(A B K)
Finish Extension 1	(A B K) →, ↘, ↓, ↙, (← A G)
Finish Extension 2	(A B K) →, ↘, ↓, ↙, (← B G)
Discus Thrower	(↙ A)
Overhead Throw	(G A) when in close
Spin Cracker	(G A) when behind the opponent
Head-Butt Fury	(G B) when in close
Slash	A
Double Slash	A, A
Brutal Slash	A, B
Bear's Hunt	A, K
Cut to Pieces	A, A, A
Smash	B
Fly Swatter	B, A
Rock Reverb	B, B
Piston Attack	B, B, B
High Kick	K
Middle Kick	(↘ K)

Move Name	Code
Wild Slash	(↘ K), A
Horizontal Sweep Kick	(↙ K)
Rock Climber	(→ K)
Buffalo Charge	→, (→ K)
Axe Gripper	(→ A)
Axe Swings Down	(→ A), A
Demolition Strike	(→ A), A, B
Tidal Wave	(→ A), A, A
Discus Thrower	(↙ A)
Elephant Trunk	(↘ B)
The Annihilator	(↘ A G)
Wishbone	(↑ K)
Great Sky Splitter	A, B while crouching
Lumberjack	→, (→), A
Tornado	→, (→), A, B
Battle Axe	→, (→), B
Head-Butt	(← B)
Pouncer	(← A B)
Falling Rock	↓ ↙ ← (B G)
Devastator	→ ↘ ↓ ↙ ← (A G)
Rock Thrower	(A G)
The Conqueror	(B G)

Sophitia

Move Name	Code
Slice Uppercut	B while getting up
Rising Slash	A while getting up
Rising Kick	K while getting up
Heaven's Calling	→, ↓, ↘, A
Super Move	←, ←, (← A), B
Angel's Spiral	(↗ K) A
Angel's Dive	(↗ K) B
Double Flip	(↗ K) K
Heaven to Hell	(G B) (↓ A B K) when close
Finish Combo	(A B K)
Finish Extension 1	(A B K) ↓, ↘, (→ A G)
Finish Extension 2	(A B K) ←, ↙, ↓, ↘, (→ B G)
Neck Cracker	(G B) when in close
Tricky Tangle	A, A, ↓, K
Close Encounters	(G A) when behind the opponent
The Conductor	B, B, B
Soprano Surprise	(G A) when in close
White Flash	(↗ K)
First Strike	A
Second Strike	A, A
Final Strike	A, A, A
Silent Screamer	A, A, B
Angel's Punishment	A, A, K
Silent Shadow	A, A, (↓ A)

Move Name	Code
Silent Dancer	A, A, (↓ K)
Silent Dancer	A, A, A, K
Slasher	■
V-Slasher	B, B
Justice of the Peace	B, B, A
Holy Slash	B, B, (↓ A)
Holy Comet	B, B, (↓ K)
Holy Strike	B, B, A, B
Athens Upper	→ ↓ ↘ B
Angel Arrow	(→ A)
Angel Hunt	(↘ A)
Maiden Revenge	(← A)
Moon Eclipse	(← B)
Sunrise Slice	(↓ B)
The Conductor	B, B, B
Sunshine Flip	(A K)
Moon Flip	(↙ K)
Angel Strike	↓ ↘ → B
High Kick	K
Holy Horns	K, K
Kaleidoscope Kick	K, K, (↓ K)
Paradise Kick	K, K, (↓ K), (→ K)
Nightmare Stab	(↘ B), B, B, B
Returning Madness	(← A G)
Soul Asylum	↓ ↘ → (A G)
Window Maker	(A G)
Angel's Heaven	(B G)

Mitsurugi

Move Name	Code
Slash Uppercut	(→ A) B
Low Spin Slash	(→ A) (↓ A)
Rising Slash	A while getting up
Dbl. Rising Slash	A (↓ A) while getting up
Rising Uppercut	A, B while getting up
Rising Stab	B while getting up
Knee	K while getting up
Super Move	→, ↘, ↓, ↙, (← B)
Finish Combo	(A B K)
Finish Extension 1	(A B K) ←, ↙, ↓, ↘ (→ B K)
Finish Extension 2	(A B K) ←, ↙, ↓, ↘ (→ A K)
Thunder Strike	→, (→), B
Split Decision	(G B) when in close
Takedown Grab	(G A) when behind the opponent
Wasp Stinger	(→ B)
Steel Slicer	(A B)
Slice & Dice	(G A) when in close
Samurai Slash	A
Samurai Slashes	A, A
No Escape	A, A, A
Slice & Dice	A, A, (↓ A)

Move Name	Code
Windstorm	A, A, B
Tiger Sweep	(← A)
Shin Slicer	(↙ A)
Shoulder Cutter	B
V-Cutter	B, B
Triangle Cutter	B, B, A
Sudden Wind	B, B, A, (↓ A)
Wipe Out	B, B, A, B
Wasp Stinger	(→ B)
Let it Roll	(← B)
Thunder Strike	→, (→), B
High Kick	■
Side Kick	(↘ K)
Coiling Snake	(↓ K)
Leg Sweeper	(↓ K), B
Steel Slicer	(A B)
Phoenix Tail	→, (→), (A B)
Silent Stab	↓ ↘ → B
Sliding Kick	K while running
Final Strike	(↘ B)
Cross the Styx	← ↙ ↓ ↘ (B K)
Sea of Madness	(A G)
Hell Striker	(B G)

Taki

Move Name	Code
Triple Throw	↓, ↙ (← B G)
Super Move	→, ↘, ↓, ↙, ←, B
Finish Combo	(A B K)
Finish Extension	(A B K) ↓ (↑ B K)
Great Loop	↓, K, K
Suplex Surprise	(G A) when in close
Close Save	(G B) when in close
Flip Destruction	(G A) when behind the opponent
Silent Slash	A
Shadow Slash	A, A
Dark Slash	A, A, A
SAdow Ripper	A, A, B
Purple Wind	A, A, (↓ K)
Double Ripper	A, B
Silent Wind	A, B, K
Dark Wind	A, K
Tricky Slash	(→, A)
Slash & Stab	(→ A), B
Terrible Stab	(→ A), B, B
Lighting Strike	(→ A), B, B, B
Reaping Hook	(↙ A)
Winding Top	→, (→), A
Shoulder Cutter	B
V-Cutter	B, B
Lighting Strike	B, B, B
Flash of the Blade	B, B, A

Move Name	Code
Silent Storm	B, B, A, K
Hell's Bells	B, A
Upper Crisscross	B, A, K
Middle Crisscross	B, A, (→ K)
Low Crisscross	B, A, (↓ K)
Blood & Bullets	B, K
Assassin's Strike	→, (→), B
Diminisher	B while getting up
Death Grip	B, B while getting up
High Kick	K
Double Spinning Kick	K, K
Shooting Stars	K, K, K
Hunting Shadow	K, K, (↓ K)
Dark Shooter	K, K, A
Assassin's Kick	(↘ K), K, K
Windmill Kick	(→ K)
Spinning High Kick	(← K)
Stick Breaker	(↓ K)
Great Loop	(↓ K), K
Leaping Hook	(→ B K) while getting up
Body Press	(↘ K)
Death Spin	↓ ↘ → B
Moon Orbiter	↓ ↘ → B, K
Rolling Kick	↓ ↘ → K
Deadly Roulette	(A K)

Hwang

<i>Move Name</i>	<i>Code</i>
Slash	A
Second Slash	A, A
Final Slash	A, A, A
Slash Uppercut	A, A, B
Overhead Slash	B
Double Slash	B, B
Super Stash	B, B, (↓ A), A
Lunge	↓ ↘ →
Lunge Uppercut	↓ ↘ → B
Standing Slice	↓ ↘ → A

<i>Move Name</i>	<i>Code</i>
Straight Slice	(→ A)
Backward Strike	(← A)
Low Strike	(↘ A)
Split Attack	(↓ B)
High Low Strike	B, B
Fury Attack	(A G)
Meet my Foot	(B G)
Sweep Kick	(↓ K), B
Double Kick	K, K
Triple Kick	→, (→ K), K, K

Cervantes

<i>Move Name</i>	<i>Code</i>
Side Slash	A
Second Slash	A, A
Slashing Knockdown	A, A, A
Silent Killer	A, A, B
Slashing Sweeper	A, A, (↓ A)
Overhead Strike	B
Double Strike	B, B
Triple Strike	B, B, B
Charge Attack	↓ ↙ ← B

<i>Move Name</i>	<i>Code</i>
Stab Attack	→, (→ B)
Low Slash	(↘ A)
Uppercut	(↘ B)
Overhead Swing	(← B)
Spin Kick	(↓ K)
Charging Roundhouse	→, (→ K)
Stab & Grab	(A G)
Stab & Punch	(B G)



Universal Techniques

Air Blocks	← or ↙ in the air
Throw Counter	← + P/K before hitting ground
Rolling	← ↙ ↓ + P immediately after being knocked down
Taunt	Select/Taunt button (once per round)

Super Combos

A Super Combo can be performed at three levels of power, selectable by the number of punches/kicks pressed when performing the move. Naturally, the higher the level of Super Combo, the more damage it inflicts on your opponent.

Custom Combo

The Custom Combo is almost like a Super Combo, but you control the Custom Combo's hits. A Custom Combo is started by pressing two punches and a kick, or two kicks and a punch, simultaneously. Once it has started, a timer bar appears over the Super Meter that tells you how long you have to perform the combo.

Alpha Counters (After Blocking)

Alpha Counters are the same for all characters.

Alpha Counter #1: ← ↙ ↓ + P

Alpha Counter #2: ← ↙ ↓ + K

Individual Moves and Strategies

Legend

FP	Fierce Punch	3K	All three Kicks
SP	Strong Punch	Dir	Press in any direction
JP	Jab Punch	Jump	Press up, up-back, or up-forward
RK	Roundhouse Kick	Charge	Hold in that direction for 2 seconds
FK	Forward Kick	360	Rotate the D-pad 360 degrees
SK	Short Kick	720	Rotate the D-pad 720 degrees
P	Any Punch	(air)	Move can also be done in the air
K	Any Kick		
3P	All three Punches		

The Characters

Adon

Special Moves

Jaguar Tooth: ↓ ↘ → + K

Jaguar Kick: → ↘ ↓ ↙ ← + K

Rising Jaguar: → ↓ ↘ + K

Overhead Elbow: → + SP

Super Combos

Jaguar Assault: ↓ ↘ → ↓ ↘ → + P,
(tap P/K repeatedly at level 3 only)

Jaguar Revolver: ↓ ↘ → ↓ ↘ → + K

Combos

Jumping deep RK, a ducking MP, level 3 Jaguar Assault, tap Punch repeatedly.

Jumping cross-up FK, a standing JP, Roundhouse Rising Jaguar.

Jumping deep RK, standing JP, Short Rising Jaguar.

Akuma

Special Moves

Blue Fireball: ↓ ↘ → + P

Red Fireball: → ↘ ↓ ↙ ← + P

Air Fireball: Jump, ↓ ↘ → + P

Dragon Punch: → ↓ ↘ + P

Hurricane Kick: ↓ ↙ ← + K (air)

Ashura Warp: ← ↓ ↙ / → ↓ ↘ + 3K/3P

Roll: ↓ ↙ ← + P

Hundred Demon Somersault: ↓ ↘ → ↗ + P,
P/K (close throws,
far attacks)

Overhead Chop: → + SP

Spin Kick: → + FK

Diving Kick: Jump, ↓ + FK (at peak of jump)

Super Combos

Messatsu Fireball: → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← + P

Instant Hell Murder: JP, JP, → SK, FP (Level 3 only)

Combos

Deep jumping RK, two standing JPs, press →, SK, FP (completes Instant Hell Murder)

Deep jumping RK, ducking FK, level 3 Messatsu Uppercut.

Deep jumping RK, ducking FK, level 3 Messatsu Fireball.

Air Fireball, close Massatsu Fireball.

Air Fireball, close Massatsu Uppercut.

Birdie

Special Moves

Bull Head: Charge ← → + P

Bull Horn: (2P) or (2K)

Murderer Chain: 360 + P

Bandit Chain: 360 + K

Super Combos

Bull Revenger: ↓ ↘ → ↓ ↘ + P or K

The Birdie: Charge ← → ← → + P

Combos

Deep jumping RK, ducking SP, level 3 Birdie.

Deep jumping RK, ducking SP, level 3 Bull Revenger.

Deep jumping RK, ducking FP, Bull Head.

Charlie

Special Moves

Back Fist: → + Hard Punch

Jumping Back Kick: →/← + FK

Sonic Boom: ← → + P

Top Kick: → + Medium Kick

Charging Side Kick: →/← + RK

Flash Kick: Charge ↓ ↑ + K

Super Combos

Sonic Break: Charge ← → ← → + P, Tap P

Crossfire Blitz: Charge ← → ← → + K

Somersault Justice: Charge ↙ ↘ ↙ ↑ + K

Combos

Deep jumping FK while charging ↙, two ducking JPs, ducking SK, level 1 Crossfire Blitz, charge ↙ immediately, level 2 Somersault Justice.

Deep jumping RK while charging ↙, ducking SP, level 3 Somersault Justice.

Deep jumping FK while charging ↙, three ducking JPs, level 3 Crossfire Blitz.

Deep jumping RK while charging ↓, three ducking JPs, Roundhouse Somersault Shell.

Chun Li

Special Moves

Fireball: ← ↙ ↓ ↘ → + P

Lightning Leg: Tap K Repeatedly

Spinning Air Kick: Charge ↓ ↑ + K

Flip Kick: → ↘ ↓ ↙ ← + K

Heel Kick: Jump, ↓ + FK

Knee Flip: ↘ + RK

Super Combos

Super Fireball: ↓ ↘ → ↓ ↘ → + P

Rising Heaven Kick: Charge ↙ ↘ ↙ ↑ + K

Thousand Burst Kick: Charge ← → ← → + K

Combos

Opponent cornered, deep jumping FK while charging ←, two standing JPs, a standing SK, level 1 Thousand Burst Kick, level 2 Super Fireball.

Deep jumping RK while charging ↙, ducking FK, level 1 TBK, Rising Bird Kick.

Deep jumping RK while charging ↙, ducking FK, level 3 Rising Heaven Kick.

Deep jumping FK while charging ↙, ducking FK, Rising Bird Kick.

Chun Li (Hidden SFA1 version)

Special Moves Variation

Fireball: Charge ← → + P

Dan

Special Moves

Self-Taught Wave Punch: ↓ ↘ → + P

Shiny Dragon Punch: → ↓ ↘ + P

Flurry Kick: ↓ ↙ ← + K

Rolling Taunt: ↓ ↘ → / ↓ ↙ ← + Taunt

Air Taunt: Jump, Taunt

Super Combos

Super Wave Punch: ↓ ↘ → ↓ ↘ → + P

Hissho Murai Ken: ↓ ↙ ← ↓ ↙ ← + K

Super Taunt: ↓ ↘ → ↓ ↘ → + Start

Combos

Opponent cornered, deep jumping SP, ducking SK, level 3 Hissho Murai Ken.

Deep jumping SP, two ducking JPs, ducking SK, level 3 Super Wave Punch.

Deep jumping SP, ducking FK, level 3 Super Shiny Dragon.

Deep jumping SP, ducking SK, level 3 Super Wave Punch.

Dhalsim

Special Moves

Yoga Fire: ↓ ↘ → + P

Yoga Flame: → ↘ ↓ ↙ ← + P

Yoga Blast: → ↘ ↓ ↙ ← + K

Yoga Teleport: ← ↓ ↙ / → ↓ ↘ + 3K/3P
(air/ground)

Yoga Needle: ↓ + K (Air:kick determines distance)

Yoga Dive: ↓ + Fierce P (Air)

Overhead Chop: (JP)

Teleport Recover: ← ↙ ↓ + K (after knockdown)

Air Taunt: Jump, Taunt

Super Combos

Yoga Inferno: ↓ ↘ → ↓ ↘ → + P

Yoga Strike: ↓ ↘ → ↓ ↘ → + K

Combos

Roundhouse Yoga Needle, ducking FK while charging ↙, level 3 Yoga Inferno.

Roundhouse Yoga Needle, ducking FK while charging ↙, Yoga Fire.

At medium range, Yoga Fire, follow attack, close FP.

Dhalsim (Hidden SFII:CE version)

Special Moves Variations

Yoga Fire: ↓ ↘ → + P

Yoga Flame: ← ↙ ↓ ↘ → + P

Gen

Special Moves (Mantis)

Switch to Crane Style: press 3K

Geki-ro: → ↓ ↘ + K

Hundred Punch: Tap P repeatedly

Super Combos (Mantis)

Terrible Shadow: ↓ ↘ → ↓ ↘ → + P

Death Curse: ↓ ↙ ← ↓ ↙ ← + P

Special Moves (Crane)

Switch to Mantis Style: press 3P

Roll Through: Charge ← → + P

Crane Tooth: Charge ↓ ↑ + K (↓ + RK: Air Stomp, No button: Wall Kick)

Super Combos (Crane)

Snake Bite: ↓ ↘ → ↓ ↘ → + P

Mad Tooth: Jump. ↓ ↙ ← ↓ ↙ ← + K (Air)

Combos (Mantis)

Deep jumping FP, ducking JP, ducking FK, level 3 Terrible Shadow.

Deep jumping FP, ducking FK, level 3 Death Curse.

Combos (Crane)

Deep jumping FP, ducking SP, Fierce Roll Through.

Close ducking SK, level 3 Snake Bite.

Guy

Special Moves

Bushin Dash and Stop: ↓ ↘ → + SK, K

Bushin Hurricane Kick: ↓ ↙ ← + K

Bushin Air Throw: ↓ ↘ → + P, P

Turn Punch: ↓ ↙ ← + P

Bushin Dash and Slide: ↓ ↘ → + FK, K

Bushin Dash and Crescent Kick: ↓ ↘ → + RK, K

Overhead Elbow: → + SP

Super Combos

Bushin Strong Thunder Kick: ↓ ↘ → ↓ ↘ + K

Bushin Eight-Double Fist: ↓ ↘ → ↓ ↘ + P
(tap P repeatedly at Level 3 only)

Combos

Close JP, SP, FP, RK.

Deep jumping RK, standing JP, ducking SK, level 3 Bushin Strong Thunder Kick.

Bushin Air Throw so opponent bounces into corner, level 3 Bushin Eight-Double Fist.

Deep jumping RK, standing JP, standing SK, Forward Bushin Hurricane Kick.

Ken

Special Moves

Fireball: ↓ ↘ → + P

Hurricane Kick: ↓ ↙ ← + K (air/ground)

Dragon Punch: → ↓ ↘ + P

Roll: ↓ ↙ ← + P

Fake Roll: ↓ ↘ → + Taunt

Overhead Axe Kick: → + FK

Super Combos

Violent Rising Dragon Wave: ↓ ↘ → ↓ ↘ + P

Dragon God Fist: ↓ ↘ → ↓ ↘ + K,
tap K repeatedly

Combos

Deep jumping RK, ducking FK, level 3 Dragon God Fist.

Deep jumping FP, two ducking SKs, level 3 Violent Rising Dragon Wave.

Deep jumping FP, two ducking SKs, Fierce Dragon Punch.

Opponent cornered, deep jumping FP, two standing JP, ducking SK, Fierce Fireball.

M. Bison

Special Moves

Psycho Shot: Charge ← → + P

Double Knee Press: Charge ← → + K

Head Press: Charge ↓ ↑ + K (optional: after
stomp, ↓ + P for Skull Diver)

Somersault Skull Diver: Charge ↓ ↑ + P, P

Bison Warp: ← ↓ ↙ / → ↓ ↘ + 3K/3P

Super Combos

Knee Press Nightmare: Charge ← → ← → + K

Psycho Crusher: Charge ← → ← → + P

Combos

Deep jumping RK, ducking FK, level 3 Knee Press Nightmare.

Deep jumping RK, ducking FK, level 3 Psycho Crusher.

Deep jumping RK, ducking FK, Roundhouse Knee Press.

Rolento

Special Moves

Patriot Circle: ↓ ↘ → + P (up to 3x)

Mekong Delta Attack: ↓ ↙ ← + P, P

Mekong Delta Escape: ↓ ↙ ← + K, K

Mekong Delta Air Raid: 3P, P

Stinger: → ↓ ↘ + K, K

Pipe Balance: → + FK

Super Combos

Mine Sweeper: ↓ ↙ ← ↓ ↙ ← + P

Take No Prisoners: ↓ ↘ → ↓ ↘ → + K

Combos

Deep jumping FP, ducking FK, Fierce Patriot Circle (X3).

Deep jumping FP, ducking FK, level 3 Take No Prisoners.

Deep jumping FP, standing FP.

Rose

Special Moves

Soul Spark: ↓ ↙ ↓ ↘ → + P

Soul Reflect: ↓ ↙ ← + P

Soul Throw: → ↓ ↘ + P

Soul Spiral: ↓ ↘ → + K

Slide: ↘ + FK

Super Combos

Aura Soul Spark: ↓ ↙ ← ↓ ↙ ← + P

Aura Soul Throw: ↓ ↘ → ↓ ↘ → + P

Soul Illusion: ↓ ↘ → ↓ ↘ → + K

Combos

Opponent cornered, level 1 Soul Illusion, deep jumping FP, ducking FK (not slide), level 2 Aura Soul Spark.

Deep jumping FP, ducking SP, level 1 Soul Illusion, level 2 Aura Soul Spark.

Level 1 Soul Illusion, jumping cross-up FK, ducking FP, level 2 Aura Soul Throw.

Deep jumping FP, ducking FP, Roundhouse Soul Spiral.

Ryu

Special Moves

Fireball: ↓ ↘ → + P

Hurricane Kick: ↓ ↙ ← + K

Dragon Punch: → ↓ ↘ + P

Fake Fireball: ↓ ↘ → + Taunt

Overhead Punch: → + SP

Hop Kick: → + FK

Super Combos

Super Fireball: ↓ ↘ → ↓ ↘ → + P

Super Hurricane Kick: ↓ ↙ ← ↓ ↙ ← + K

Combos

Deep jumping RK, ducking FK, level 3 Super Hurricane Kick, jumping SP.

Opponent cornered, deep jumping RK, two standing JPs, ducking SK, level 3 Super Fireball.

Deep jumping RK, ducking FK, level 3 Super Fireball.

Deep jumping RK, three ducking SKs, Roundhouse Hurricane Kick.

"Evil" Ryu

Special Moves

Fireball: ↓ ↘ → + P

Hurricane Kick: ↓ ↙ ← + K (air)

Dragon Punch: → ↓ ↘ + P

Ashura Warp: ← ↓ ↙ / → ↓ ↘ + 3K or 3P

Fake Fireball: ↓ ↘ → + Start

Super Combos

Super Fireball: ↓ ↘ → ↓ ↘ → + P

Super Hurricane Kick: ↓ ↙ ← ↓ ↙ ← + K

Messatsu Uppercut: ↓ ↘ → ↓ ↘ → + P

Instant Hell Murder: Jab Punch, Jab Punch, →, Short Kick, Fierce Punch (Level 3 only)

Combos

Deep jumping RK, two standing JPs, press →, SK, FP (completes Instant Hell Murder).

Deep jumping RK, ducking FK, level 3 Super Hurricane Kick, jumping SP.

Deep jumping RK, ducking FK, level 3 Messatsu Uppercut.

Opponent cornered, deep jumping RK, two standing JPs, ducking SK, level 3 Super Fireball.

Deep jumping RK, ducking FK, level 3 Super Fireball.

Sagat

Special Moves

Tiger Shot: ↓ ↘ → + P

Ground Tiger Shot: ↓ ↘ → + K

Tiger Knee: → ↓ ↘ + K

Tiger Uppercut: → ↓ ↘ + P

Super Combos

Tiger Cannon: ↓ ↘ → ↓ ↘ → + P

Tiger Genocide: ↓ ↘ → ↓ ↘ + K

Tiger Raid: ↓ ↙ ← ↓ ↙ ← + K

Combos

Opponent cornered, deep jumping RK, ducking SP, level 1 Tiger Raid, Fierce Tiger Blow.

Opponent cornered, deep jumping RK, ducking SK, level 3 Tiger Genocide.

Jumping cross-up SK, standing SK, Fierce Tiger Blow.

Deep jumping RK, ducking SP, level 3 Tiger Cannon.

Sakura

Special Moves

Fireball: ↓ ↘ → + P (repeatedly press P to make bigger, then stop to throw)

Dashing Dragon Punch: → ↓ ↘ + P

Hurricane Kick: ↓ ↙ ← + K

Overhead Kick: → + FK

Flower Kick: → + Medium Kick

Super Combos

Super Fireball: ↓ ↘ → ↓ ↘ → + P

Spinning Roundhouses: ↓ ↙ ← ↓ ↙ ← + K

Combos

Deep jumping FP, ducking JP, ducking SK, standing SK, Fierce Dashing Dragon Punch.

Deep jumping FP, ducking SP, level 3 Violent Rising Dragon Wave.

Deep jumping FP, ducking SP, level 3 Spinning Roundhouses.

Deep jumping FP, ducking SP, level 3 Super Fireball.

Sodom

Special Moves

Jigoku Scrape: → ↓ ↘ + P

Shiraha Catch: → ↓ ↘ + K (only against jumping attacks or overheads)

Butsumetsu Buster: 360 + P

Daikyo Burning: 360 + K

Super Combos

Super Rushing Jigoku: ↓ ↘ → ↓ ↘ → + P

Omega Slam: 720 + P

Combos

Opponent cornered, Jumping RK, ducking SK, level 3 Super Rushing Jigoku.

Deep jumping FP, standing JP, Fierce Butsumetsu.

Deep jumping FP, ducking SK, Fierce Jigoku Scrape.

Deep jumping RK, standing FK, Jab Jigoku Scrape.

Zangief

Special Moves

Double Lariate: 3P/3K

Banishing Punch: → ↓ ↘ + P
(eliminates projectiles)

Flying Power Bomb: 360 + K

Spinning Pile Driver: 360 + P

Super Combos

Final Atomic Buster: 720 + P

Aerial Russian Slam: ↓ ↘ → ↓ ↘ → + P

Combos

Deep jumping cross-up FP, two ducking JPs, ducking SK, Fierce Banishing Punch.

Deep jumping cross-up FP, ducking JP, standing SK, Spinning Pile Driver.

Zangief (Hidden SFII:CE version)

Special Moves

Spinning Clothesline: 2P (anti-projectile)

Spinning Pile Driver: 360 + P

Tricks

Select Winning Pose

When you win any round, press Select and one of the attack buttons. Different attack buttons will produce different poses.

Stage Select

On the Character Select Screen, highlight the fighter whose stage you want to fight on. Press and hold Start for about 2 seconds, then keep holding start and select your character. If you hold it for 5 seconds on either Bison's or Sagat's square, you access two hidden stages.

99-Hit Combo trick (Arcade Only)

It must be a match between Sodom and a character with an overhead attack. Have the overhead attacking character perform a Custom Combo consisting of only overheads. Then have Sodom do the Shiraha Catch on the Custom Combo. The combo counter should now keep going until it hits 99.

Use SFA1 Chun Li (Arcade Only)

Press and hold Start. Then highlight Chun Li for 5 seconds. Press any attack button then let go of Start.

Play as "Evil" Ryu (Arcade Only)

Highlight Ryu. Press Start for one second, then move to Adon, then Akuma, back to Adon, then to Ryu again. Press and hold Start, then press any button.

Play as SFII:CE Dhalsim (Arcade Only)

Highlight Dhalsim. Press and hold Start. Move to Zangief, then Sagat, then Charlie, then back to Dhalsim. Press and hold Start, then press any button.

Play as SFII:CE Zangief (Arcade Only)

Highlight Zangief. Press and hold Start. Move through Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun Li, Guy, Ken, and back to Zangief. Press and hold Start, then Press any button.

Fight Against the mid-boss

Win five rounds with Super Combo or Custom Combo Finishes without losing a round before the sixth match.

Fight Against the Super Akuma (Arcade Only)

On the 1P side use the 1P color, and on the 2P side use the 2P color. Fight your way to the end boss without losing a round. Along the way, get 3 Perfects, and get 5 Super Combo or Custom Combo Finishes.

Play as Super Akuma (Japanese Saturn and PlayStation codes)

Saturn

Highlight Akuma. Press Start. Move the D-pad ↓, ↓, →, ↓, →, ↓, ↓, ↓, ←, ↓, ←, ↓, press and hold Start, then press any attack button.

PlayStation

Highlight Akuma. Press Start. Move the D-pad ↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →, press and hold Start, then press any attack button.



Game Basics

The following information summarizes the command abbreviations used in this chapter and what each does.

<i>Button</i>	<i>Press</i>
N	Return D-pad to neutral position
LP,RP,LK,RK	Punch and Kick buttons
WC	Perform the move while crouching
[]	Optional moves appear in brackets

Basic Moves

The following is a summary of the basic game mechanics and moves common to each character.

<i>Name</i>	<i>Press</i>
Uppercut	↵+LP
Juggle Uppercut	↵+RP
Side Kick	↵+LK
Front Kick	↵+RK
Jump	↶ ↷ ↸
Jump Attack	Jump+LP, LK, RK

<i>Name</i>	<i>Press</i>
High Jump	(↖) (↑) (↗)
High Jump Attack	High Jump+LP, LK, RK
Landing Sweep	High Jump, LK (before landing)
Landing Sidekick	High Jump, RK (before landing)
Quick Pounce	↑ ↗+RP
Hard Pounce	While opponent is on the ground, (↑)+RP
Run	→ →
Run Backwards	← ←
Stop Run	← while running
Throw Escape	LP+LK, RP+RK
Tackle Attacks	Within a half screen with an opponent standing → →
Head Butt	More than a half screen away with an opponent standing → →
Dive Attacks	While running, LP+RP
Slide Attacks	While running, RK
Air Kicks	While running, LK
Runover Attack	More than a half screen away with an opponent on the ground → →
Side Roll	While on ground, LP
Low Kick Recovery	While on ground, LK
High Kick Recovery	While on ground, RK
Forward Roll	While on ground, →
Backward Roll	While on ground, ←

The Combatants

Michelle Chang

Grappling Techniques

LP+LK

RP+RK

→ ↘+LP+RP

RP, ←, LP+RP

(behind) LP+LK or RP+RK

Front Suplex

Fisherman Suplex

Nelson Suplex

Spin behind, German Suplex

German Suplex

Special Techniques

→+LP

LP+RP

→ →+LP

(↓) ↘+LP

→ →+LP,RK

↘+RP,LP

↘+RP,LK or RK

RP+LK,LP

(WC) RP,N+LK

LP,LP,LP or ↘+LP,LP

LP,LP,RK,LK

LP,RP,LP or LK or RK

LP+RK,LK

↘+LP,RK,LK

RK

↗+LK+RK

→ → → or (→)+LK

(↓) ↘+RK,[LK]

LK+RK,RK,RK [RK or ↓+RK or LP]

(WC) RK,N+RK or ↓+RK or LP

RK,RK,RK or ↓+RK or LP

RP or LK,RP

RP or LK,RP,RP

RP or LK,RP,LP,LP

RP or LK,RP,LP,RK,LK

RP or LK,RP,RK,N+RK or ↓+RK or LP

→+LP+RK

RP,LP,LP,RP,LK,LK,LK,RK,RK,LP

RP,LP,LP,RP,LK,LK,RP,LK,RP,LP

RP,LP,LP,RP,LK,LK,RP,LP,RK,LK

Rushing Uppercut

Double Strike (stuns if blocked)

Dashing Left Elbow

Dashing Punch

Dashing Elbow

Death Push, Big Punch (1st punch must connect)

Death Push

Death Push, Punt Kick, Uppercut

Punch/Kick Combo

Catapult Combo

Catapult, Sweep, Bow Leg

Death Push, Heaven Cannon

Club Fist, Sweep, Bow Leg

Overhead Chop, Back Sweep, Fan Leg

Blue Sky Cannon

Earthquake Stomp

Flying Side Kick

Back Leg Sweep

Side Spin, HK Leg Sweep

Front Leg Sweep, HK or Fan Kick or Uppercut

Sweep Kick, HK or Fan Kick or Uppercut

Slice Uppercut

Elbow

Catapult Combo

Club Fist, Sweep, Bow Leg

Sweep, HK or Fan Kick or Uppercut

Heaven Cannon (unblockable)

10-hit combo

10-hit combo

10-hit combo

Combos

- +LP+RK Heaven Cannon (Combo Starter)
 - RP+LK,LP+Death Push, Punt Kick, Uppercut (4 hits, 88 pts.)
 - LK,RP,LP,LP+Slice Uppercut, Catapult combo (4 hits, 85 pts.)
 - LK,RP,RP+Slice Uppercut, Elbow (3 hits, 82 pts.)
 - LK,RP,LP,LP Slice Uppercut, Catapult combo (Combo Starter)
 - (WC) RK,LP+Front Leg Sweep, Uppercut (5 hits, 70 pts.)
 - (↓) +RK,↘+RK,LK+LK, Back Leg Sweep, Penetrating Bow Leg (6 hits, 65 pts.)
 - +LP Rushing Uppercut (Combo Starter)
 - RP+LK,LP+Death Push, Punt Kick, Uppercut (4 hits, 62 pts.)
 - (WC) RK,LP+Front Leg Sweep, Uppercut (3 hits, 48 pts.)
-

Heihachi Mishima

Grappling Techniques

- | | |
|-------------------------|--------------|
| LP+LK | Neck Breaker |
| RP+RK | Powerbomb |
| → →+LP+RP | Head Butt |
| (behind) LP+RP or LK+RK | Atomic Drop |
-

Special Techniques

- | | |
|---------------------------------|---|
| →+RP | Backfist |
| → →+RP | Demon Godfist (juggles opponent) |
| →,N,↓ ↘+LP | Thunder Godfist |
| →,N,↓ ↘+RP | Wind Godfist (juggles opponent) |
| (↓) ↘ →+RP | Death Fist |
| (WC) LP | Tile Splitter |
| RP,RP | Backfist |
| ↘+LP,RP | Double Uppercut (juggles opponent) |
| LP,LP,RP | Shining Fists |
| LP,RP,RP | Devil Fists |
| → → → or →+LK | Sky Foot Slice (stuns if blocked) |
| →,N,↓ ↘+LK,N | Slice Kick |
| →,N,↓ (↘) +LK | Low Slice Kick |
| (WC) RK | Demon Stomp (opponent must be lying down) |
| →+RK | Axe Kick |
| → →+LK | Axe Kick |
| RK,RK | Double Axe Kick |
| RK,LK | Crushing Flip Kick |
| ↗+LK,RK | Screw Blade Leg Attack (stuns if blocked) |
| ↗+RK,RK | High/Low Jumping Spin Kicks |
| →,N,↓ (↘) +RK,[RK],[RK],N+RK,RK | Hell Sweep, Axe Kick |
| ←←,N+LK+RK | Shadow Foot |

(WC) LP+RK	Demon Tile Splitter (unblockable)
→ (→),RP,LP,RP,RP,LK,RK,RK,LP,RP,LP	10-hit combo
↘+LK,RP,RP,RK,RK,LP,RK,LP,RP,LP or RK	10-hit combo
↘+LK,RP,RP,RK,RK,LP,RP,LP,RP,LP	10-hit combo

Combos

- ↘+RP, Uppercut (Combo Starter)
- ↘+LP,RP, Double Uppercut (Combo Starter)
- →+RP, Demon Godfist (Combo Starter)
- ,N,↓ ↘+RP, Wind Godfist (Combo Starter)
 - LP,→,N,↓ (↘) +RK,N+RK,RK+P, Hell Sweep, Double Axe Kick (5 hits, 73 pts.)
 - LP,LP,RP,RP+P, Devil Fist (5 hits, 70 pts.)
 - LP,LP,RP, ↘+RK,RK +P, 2 Punches, Jump Kick, Sweep Kick (5 hits, 65 pts.)
 - LP,LP,LP,RP+P, Shining Fist (5 hits, 64 pts.)
 - +LP,→ →+RP+P, Demon Godfist (3 hits, 63 pts.)
 - LP,↘+LP,RP+P, Double Uppercut (4 hits, 61 pts.)
 - LP, (↓) ↘ →+RP+P, Death Fist (3 hits, 58 pts.)
 - LP+RK,RK+P, Double Axe Kick (4 hits, 58 pts.)
 - LP,→,N,↓ ↘+RP+P, Wind Godfist (3 hits, 57 pts.)

Jack-2

Grappling Techniques

LP+LK	Hell Press
RP+RK	Gorilla Press
↙ →+LP+RP	Piledriver
(↓) ↘ →+RP	Backbreaker
(↓) ↘ →+LP	Pyramid Driver
↘+RP+RK	Catapult
↘ ↘+LP+RP	Modified Catapult
(behind) LP+LK or RP+RK	Death Shot

Special Techniques

(↓) +LP+RP (lying down)	Spring Hammer Punch
LP	Violent Uppercut (juggles opponent)
(↓) +LP+RP	Bravo Knuckle (juggles opponent)
(↓) +LP,RP	Megaton Strike
(↓) +LP+RP	Meltdown
← ←+LP,LP	Gigaton Punch (stuns if blocked)
(→) or → →+LP+RP	Power Scissors
← ↙ ↓ (↘) +LP	Megaton Sweep
← ↙ ↓ (↘) +RP	Megaton Knuckle
LP+RP,LP+RP	Hammer Knuckle, Double Uppercut

→+LP+RP [LP+RP or ↘+RP]	Scissors [Meltdown or Megaton Punch]
LP,LP,LP	Hammer Combo
RP,LP,RP	Elbow, Uppercut (juggles opponent)
(↘) +RP,LP,RP (↓) or (↘) or (→)+LP	Uppercut Rush (juggles opponent)
(↘) +LP,RP,LP,RP	Uppercut Rush
(↓) (↘) +RP, (↓) or (↘) or (→)+LP	Short Hammer Rush
(↓) (↘) +RP,LP,RP	Hammer Rush
(↓) (↘) +LP,RP, (↓) or (↘) or (→)+LP	Hammer Rush
(↓) +LP,LP,LP,RP, (↓) or (↘) or (→)+LP	Hammer Rush
(↓) ↘+LP,RP,LP,LP	Wild Swing, Backfist (stuns if blocked)
↙+LP,LP,LP,LP,LP	Machine Gun Knuckle, Megaton Knuckle
↗+LK+RK	Hip Press
LK+RK,LK+RK	Sit Down, Hop Forward, Hip Press
(↙) +LK,RK,LK,RK,LK,RK	Cossack Kicks
LK+RK	Sit Down
LK+RK, (←) or (→)	Roll Backward or Forward
LK+RK, LP,RP,LP,RP or RP,LP,RP,LP	Blood Fan
(←) ← ↘ →+LP	Gigaton Punch (unblockable after LK windups)
(↓) +RP,LP,LP,LP,RP,LP,RP,LP,LP+RP,LP+RP	10-hit combo
(↓) +RP,LP,LP,LP,RP,LP,RP,LP, (↓) +LP+RP,LP+RP	10-hit combo
↗+LP,LP,RK,LK,RK,LP,RP,LP,LP+RP,LP+RP	10-hit combo
↗+LP,LP,RK,LK,RK,LP,RP,LP, ↓+LP+RP,LP+RP	10-hit combo

Combos

RP,LP,RP, Elbow, Uppercut (Combo Starter)

(↓) +LP,LP,LP,RP, (↓) +LP+Hammer Rush LK (7 hits, 98 pts.)

(↓) LP,RP+Megaton Strike (4 hits, 97 pts.)

LP+LK+Hell Press (4 hits, 80 pts.)

↘+RP Uppercut (Combo Starter)

LP Violent Uppercut (Combo Starter)

→+RP,→+LP+RP,LP+RP+P, Scissors, Meltdown (4 hits, 62 pts.)

→+RP,LP+RP,LP+RP+P, Hammer Knuckle, Double Uppercut (4 hits, 58 pts.)

RP,← ↙ ↓ (↘) +LP+P, Megaton Sweep (3 hits, 56 pts.)

(↓) +LP,LP,LP,RP, (↓) +LP+Hammer Rush LK (5 hits, 51 pts.)

(↓) +LP,RP+Megaton Strike (3 hits, 50 pts.)

Jun Kazama

Grappling Techniques

LP+LK

RP+RK

↘+RP+LK

(behind) LP+LK or RP+RK

Arm Bar

Serpent Twist

Striking Oshi Taoshi

German Suplex

Special Techniques

(→)+RP

LP,RP

LP,LK

(→)+LP, LK or RK

LP,LP, LK or RK

LP,RK,[RK],[RK], LK

(→)+RK

→ → → or →+LK

LK+RK or LK+RK

(WC) LK+RK

←+LK,RP

←+LK,RK [RK],[RK], LK

↙+RK or LK,RK,[RK],[RK], LK

LP+RK

LP+RK,RP,RK or (↓) +RK

LP+RK,RP,LP,RP or LK

LP+RK,RP,LP,LP,LK or RK

LP+RK,RP,LP,RK,[RK],[RK],LK

Dashing Uppercut (juggles and hits fallen opponent)

2 Punches

Punch and Kick

Middle Screw Punch (MK or Can-Can)

Middle Screw Punch (HK or Can-Can)

Sweep Kick, Cartwheel Kick

Lightning Crescent

Flying Side Kick

Cartwheel Kick

Can-Can (hits low, juggles opponent)

Backflip Kick, Dashing Uppercut

Backflip Kick, Sweep Kicks, Cartwheel Kick

Sweep Kick, Cartwheel Kick

White Heron

Lightning Crescent or Sweep Kick

Uppercut or LK

3 Punches (HK or Can-Can)

Sweep Kick, Cartwheel Kick

Note: Sweeps can be interrupted at any time by a White Heron Combo. This creates many options for building infinite strings.

(←)+LP+LK or RP+RK

(→)+(LK) ▲

RP,LP,LP,LP,RP,LP,RK,LK,LK+RK

RP,LP,LP,LP,RP,LP+RK,LP,LK+RK

Attack Reversal (can reverse Yoshimitsu's unblockables)

Spinning Heel Drop (unblockable)

10-hit combo

10-hit combo

Combos

(→)+LP,RK, Middle Screw Punch, Can-Can (Combo Starter)

LP,LP,RK,P, Middle Screw Punch, Can-Can (Combo Starter)

LP+RK,RP,RK+White Heron, Lightning Crescent (8 hits, 92 pts.)

↙+RK,RK,LK+Sweep Kicks, Cartwheel Kick (7 hits, 92 pts.)

LP,LP,RK+P, Middle Screw Punch, Can-Can (7 hits, 89 pts.)

LP,LP,LK+P, Middle Screw Punch, HK (7 hits, 85 pts.)

LP+RK,RP,LP,LP,LK+White Heron, 3 Punches, HK (8 hits, 81 pts.)

(→)+RP Dashing Uppercut (Combo Starter)

LK+RK,→,LK+RK+Cartwheel Kick, Cartwheel Kick (4 hits, 55 pts.)

LK+RK,LP+RK+Cartwheel Kick, White Heron (5 hits, 52 pts.)

LK+RK,(→)+RP+Cartwheel Kick, Dashing Uppercut (4 hits, 51 pts.)

King

Grappling Techniques

LP+LK

RP+RK

↙ ↘+LP+RP

(→) ← ↙ ↓ ↘ →+LP

↙+LP+RP

↙ →+LP+RP

↘+LK+RK

(behind) LP+LK

(behind) RP+RK

Coconut Crush

Backfall Suplex

DDT

Giant Swing

Figure-4 Leglock

Tombstone Piledriver

Frankensteiner

Half-Crab

Cobra Twist

Multi-parts

(↓) ↘ →+LP

LP+RP

LP+RP,LK,RK,LP+RP

← → (↘) +LP+LK or RP+RK

(Reverse Arm Clutch) RP,LP,LP+RP

(Back Drop) LK+RK,LP+RP

(German Suplex) LP,RP,LK+RK

(Powerbomb) RP,LP,LK,RK

← → (↘) +RP+LK

(Achilles) LP+RP,LK,LP,LP+LK

(Achilles) LP+RP,LP,LK,LP+RP+RK

(Indian) LP+RP,LK,RK,LP+RP,LP+RP+LK+RK

→ →,N+RP

(Stomach Smash) LP+RP

(Stomach Smash) LP+RP,↑ ↓,LK+RK

Jaguar Driver

Flying Press

Boston Crab (after apex of driver)

Reverse Arm Clutch

Back Drop

German Suplex

Powerbomb

Giant Swing

Standing Achilles Hold

Scorpion Death Lock

Indian Death Lock

Romero's Special

Stomach Smash (stuns on counter hit)

Backbreaker

Powerbomb

Special Techniques

↘+LP

↘+RP

→ →+RP

→ →+LP+RP

(↓) (↘) +RP

↗+LP+RP

(WC) LP+RP

Hammer Strike (stuns if blocked)

Gut Punch

Middle Smash (juggles on counter hit)

Flying Cross Chop (stuns if blocked)

Dynamite Uppercut (juggles opponent)

Knuckle Bomb

Quick Elbow Drop (stuns if blocked)

(↖) or (↑) or (↗)+RP+RK	Elbow Drop
RP,LP	Uppercut
↓ +LP,N+RP	Uppercut
LP,RP,LP	2 Punches, Uppercut
→ → +RK	Jail Kick
→ → +LK+RK	Drop Kick (stuns if blocked)
LK+RK	Delayed Drop Kick (stuns if blocked)
→ → (→)+LK+RK	Satellite Drop Kick (stuns if blocked)
↑ or ↗ +LK+RK	Double Knee Drop
(↓) (↘) +RK,RP	Ali Kick, Middle Smash
(WC) LK+RK, [RK],[RK],[RK],[RK or RP]	Ali Kick [or Middle Smash]
→ +LP+RP	Jaguar Lariat (unblockable; can duck under)
→ +LP+RK	Flying Moon Press (unblockable)
LP,RP,LP,LP,RP,RK,RK,RK,LP (LP or LK)	10-hit combo
LP,RP,LP,LP,LK,LK,RK,RK,LP (LP or LK)	10-hit combo
LP,RP,LP,LP,LK,LK,RK,LK,RP,LP+RP	10-hit combo

NOTE: 10-hit combos can also be performed by starting with the second attack while holding Forward. (Example: **→**+RP,LP,LP,RP,RK,RK,RK,LP,LP)

Combos

(**↓**) (**↘**) +RP Dynamite Uppercut (Combo Starter)

↗+RK Jump kick (Combo Starter)

- +LP,RP,**→** **→**+RP,(**↓**) +LK+RK,RK,RK+2 Punches, Middle Smash, Ali Kicks (6 hits, 72 pts.)
- +LP,**→**+LP,RP,**→** (**↓**) +LK+RK,RK,RK+Punch, 2 Punches, Ali Kicks (6 hits, 69 pts.)
- +LP,RP,**→** **→**+RK+2 Punches, Jail Kick (4 hits, 64 pts.)
- +LP,RP, (**↓**) +LK+RK,RK,RK+2 Punches, Ali Kicks (5 hits, 60 pts.)
- +LP,**→**+LP,RP,**→** **→**,N+RP+P, 2 Punches, LP (5 hits, 59 pts.)
- +LP,RP,LP, (**↓**) +LK+RK+3 Punches, Ali Kick (4 hits, 59 pts.)
- +LP,RP,LP,**→** **→**,N+RP+3 Punches, LP (5 hits, 53 pts.)

Marshall Law

Grappling Techniques

LP+LK	Dragon Dive
→ → +LK+RK	Dragon Knee
(behind) LP+LK or RP+RK	Bulldog

Multi-parts

RP+RK	Chastisement Punch
(Chastisement)+LP,RP,LP+RP	Dragon Fall

Special Techniques

RP,RP	Double Knuckle
(→)+RP,RP,RP	Dragon Knuckle Combo
LP,LP,LP,LP,LP	Fist Flurry
(→)+LP,LP,LP,LP,RP,RP,RP	Fist Flurry and Dragon Knuckle
↙+RK	Dragon's Tail
→ → → or (→)+LK	Dragon Slash (stuns if blocked)
(↓) ↘ ↘ ↘ ↘+LK	Dragon Slide
(↓) ↖ or ↑ or ↗	Feint Flip Kick
(↓) ↑ or ↖ or ↗+RK	Low Flip Kick (juggles opponent)
(↓) (↑) or (↖) or (↗)+RK	High Flip Kick
(↓) ↑ or ↖ or ↗+LK+RK	Flip Drop
RK,LK,RK	Spin Kick
LK,[LK],[LK or (→)+LK],RK	Flip Kick (juggles opponent)
(WC) LK,LK,[LK],[LK or (→)+LK],RK	Shin Kick, HK, MK, Flip Kick (juggles opponent)
↖ or ↑ or ↗+LK,RK	Jump Kick, Flip Kick (juggles opponent)
LK+RK,LK	Double Flip Kicks (juggles opponent)
(WC) RK,LK	Flip Kick (juggles opponent)
(↓) +RK,LK	Flip Kick (juggles opponent)
RK,↑+LK	Flip Kick (juggles opponent)
RK,LK	Front Kick, Flip Kick (juggles opponent)
LK,RK	Spin Kick, Flip Kick (juggles opponent)
(↓) ,LK,RK	Sweep Kick, Flip Kick (juggles opponent)
(↓) or (WC) R,PK	Flip Kick (juggles opponent)
↙+LP+RP	Dragon Fang (unblockable)
↘+LP,RP,RP,LP,LK,LK,LK,RK,LK,RK	10-hit combo
↘+LP,RP,RP,LP,LK,LK,(↓) +LK,LK or RK,RK,RK	10-hit combo
↘+LP,LK,RP,RP,LK,(↓) +LK,(↓) +LK	10-hit combo (LK or RK) RK,RK
↘+LP,LK,RP,RP,LK,LK,LK,RK,LK,RK	10-hit combo

Combos

- RK,LK Front Kick, Flip Kick (Combo Starter)
- (WC) LK,LK,RK+Shin Kick, Side Kick, Flip Kick (5 hits, 86 pts.)
- RK,LK+Front Kick, Flip Kick (4 hits, 84 pts.)
- LK,LK,LK+3 Kicks (5 hits, 82 pts.)
- LK,RK,LK+3 Kicks (5 hits, 80 pts.)

Lei Wulong

Grappling Techniques

LP+LK

RP+RK

→ →+LP+RP

(behind) LP+LK or P+RK

Jumping Bird

Sleeper

Tai Trip

Bulldog

Special Techniques

←+LK+RK

↓+LK+RK

LP,RP

LP+RP

→,N+RP,LP,RP,LP

→,N+LP,RP,LP,RP,LK or RK

→ → → or (→)+LK

LK,LK

↙+RK,RK

RK,RK,[LK,LK]

LK,RK ↑ ↑ ↓

(→)+LK,RK ↑ ↑ ↓

→,N+LK,RK or ↓+RK

(→)+RK,LP,RP,LK or RK

→,N+RK,LP,RP,LK,RK or ↓+RK

(back) LP

(facing) (↓) +LP

(facing) RK,LK

(lying down) LK+RK

(lying down) LK+RK

(lying down) ↑

(lying down) LK,RK

(turned) RP

(turned) LP

(turned) (↓) +LP

(turned) LK+RK

(turned) (↓) +RK,RK

RK,LK

RK,LK,RK,LK

RK,LK,LK,RK

(←)+LP+RK,[LK],[LK],[LK],[LK],RK

LP,RP,LP,LK+RK,LK+RK,LK+RK,LP,LP,RP

LP,RP,LP,LK+RK,RP,LP,RK,LP,RP,LK

LP,RP,LP,LK+RK,RP,LP,RK,LPRK,RK

Quick Turn

Quick Drop

Punch, Turning Fist

Spinning Punches

Guard Melting Punches

Razor Rush

High Hook Kick (stuns if blocked)

High Crescent, Turning Heel Sweep

Foot Sweep, Jumping Hook Kick

Dropping Ankle Kick, [Rolling Kicks]

Jump Crescent Kick, Quick Drop

Side Step Jump Crescent Kick, Quick Drop

Charging Crescent, Front Kick or Sweep Kick

Step-In Crescent

Step-In Crescent

Turn Over (lying on your face)

Turn Over (lying on your back)

Slide (after rolling over from back)

Kangaroo Kick (opponent at your head; juggles)

Spring to feet (opponent away from your head)

Quick Rise (opponent at your feet)

Footsweep, Jumping Hook (opponent at your head)

Turning Uppercut

Backfist

Sweeping Backfist

Back Handspring Kick

Turning Foot Sweep, Jumping Hook Kick

Flying Wheel Kick, Quick Drop

Flying Wheel Kick

Sweep Kick to Quick Drop

Phoenix Kick (unblockable) and/or Hopping Sidekicks

9-hit combo

10-hit combo

10-hit combo

Combos

↘+RP Uppercut (Combo Starter)

↗+RK Jump Kick (Combo Starter)

→,N,LP,RP,LP,RP,RK+4 Punches, RK (5 hits, 54 pts.)

RK,RK,LK,LK+Dropping Ankle Kick, Rolling Kicks (4 hits, 54 pts.)

LP,RP,LP,LK+P, Spin P, Spin P, RK (4 hits, 50 pts.)

Paul Phoenix

Grappling Techniques

LP+LK

RP+RK

LP+LK+(←)

→ →+LP+RP

↘+LP+RP

(behind) LP+LK or RP+RK

LP+RP (when tackled)

Shoulder Throw

Shoulder Popper

Stomach Throw

Shoulder Ram

Striking Shiho-Nage

Neck Throw

Ultimate Escape

Multi-parts

↙+LP+RP

(Tackle) LP,RP,LP,RP,LP

(Tackle) (↓) +RP,LP,LP,N+RK,LP,LP+RP

Ultimate Tackle

Mounted Punches

Ultimate Punishment

Special Techniques

LP,RP

RP,LK or (↓) +LK

LP,RK

↗+LK,RK

→ →+RK

→ →+LK,RK,RK or →+RK or ↓+RK

(WC) RK,RP

(↓) ↘ →+RP

(WC) LP,[RP]

(WC) LP,[RK,RP]

(WC) RP

→ →+RP

(↓) ↘+RP,[LP]

(↓) ↘+RP,[RP]

(↓) ↘ →

(←)+LP+LK or RP+RK

←+LP+RP

LP,RP,LK,LP,RP

LP,RP,LK,RP,LP,RP,LP,RK,RP,LP

LP,RP,LK,LP,RK,RP,LP,RK,RP,LP

2 Punches

Punch, HK or LK

Punch/Kick Combo

Double Jump Front Kick

Somersault Kick

Double Jump Front Kick

Falling Leaf Combo

Death Fist

Tile Splitter (Death Fist)

Tile Splitter (Falling Leaf Combo)

Stone Splitter (opponent must be lying down)

Flash Elbow

Elbow Strike (Death Fist)

Elbow Strike (Leg Punch)

Ducking Dash

Attack Reversal

Super Death Fist (unblockable)

5-hit combo

10-hit combo

10-hit combo

Combos

- (↓) ↘+RP,RP Elbow Strike, Leg Punch (Combo Starter)
(WC) RK,RP+Falling Leaf (4 hits, 82 pts.)
- ↘+RP Uppercut (Combo Starter)
- ↗+RK Jump Kick (Combo Starter)
- LP,(WC) RK,RP+P, Falling Leaf (4 hits, 58 pts.)
- LP, ↗+LK,RK+P, Double Jump Front Kick (4 hits, 58 pts.)
- LP, (↓) ↘→+RP+P, Death Fist (3 hits, 55 pts.)
- ,LP,→,LP,RP,LK+P, 2 Punches, K (4 hits, 54 pts.)
- RP,LK+P, Spin Kick (3 hits, 52 pts.)
-

Nina Williams

Grappling Techniques

- | | |
|-------------------------|------------------------|
| LP+LK | Arm Turn |
| (→)+LP+LK | Neck Throw |
| ↘ ↘+LP | Embracing Elbow Strike |
| {behind} LP+LK or RP+RK | Three Limb Break |
-

Multi-parts

- | | |
|------------------------------------|-----------------------------------|
| RP+RK | Lifting Toss |
| (Lifting Toss) LP,RP,LP | Falling Elbow |
| (Falling Elbow) RP,LP,LK | Arm Lock |
| (↓) ↘ →+LP+RP or pause,LP+RP | Palm Grab |
| (Palm Grab) LK,RK,LK,LP+RP | Neck Cutter, Arm Bar |
| (Palm Grab) LP,LK,RP,LP | Standing Reverse Arm Lock |
| (Standing Reverse Arm Lock) | Rear Gatelatch Falconwing Squeeze |
| LK,LP,RK,LP+RP,LP+RP | |
| (Standing Reverse Arm Lock) | Falling Reverse Arm Lock |
| RP,LP,LK,RK,LP+RP | |
| (Palm Grab) RP,LK,RK,RP,RP | Knee Bash/Neck Snap |
| (Knee Bash) LP,LK+RK,LP,RP,LP+RP | Falling Neck Snap |
| (↓) ↘ →+LK+RK or pause,LK+RK | Crab Claw |
| (Crab Claw) LK+RK,LK,RK,LP+RP | Arm Bar |
| (Crab Claw) LK+RK,RK,RP,LP+RP | Achilles Tendon Lock |
| (Achilles) LK,LP,RK,RP+RK | Knee Cross Lock |
| (Achilles) LP,LK,RP+RK,LK+RK,LP+RP | Rolling Achilles Tendon Lock |
-

NOTE: The throws after the Achilles Tendon Lock can also be performed after the Bone Cutter when it connects as a counterhit.

Special Techniques

←+LP
 ←+RP
 → →+LP+RP
 (→)+LP+RP
 (WC) LP,N+RK or (↓) +LP,N+RK
 (WC) RP,N+RK or (↓) +RP N+RK
 RP,LK or ↓+LK or RK or LP,RK
 LP or ↘+LP,RP,LK or ↗+LK
 or RK or LP,RK
 LP or ↘+LP,RP,↓+LK,RP or RK
 LP,RP,[LP,RP],(→)+LP+RP
 → →+RK
 → → → or (→)+LK
 ↓ ↙+LK
 ↙+RK,[LK]
 LK,RK
 (WC) RK,LP
 (WC) LK,RP or N+RK or (↓) +RK
 ↗+RK,LK,RK
 LK,LK,RP or RK or (↓) +RK
 RK,LK,RP or RK or (↓) +RK
 ↘+LK,RP,↓+LK,(RP or RK)
 ↘+LK,RP,LK or ↑+LK
 or RK or LP,RK
 ↘+LK,[LK,LK],LK or RK
 or LP,RP,→+LP+RP
 (←)+LP+RK or RP+LK
 ↙+LP,RP [↑ ↑ to cancel]
 LP or ↘+LP, RP,LP,RP,LK,
 LK,RP,LP,RP,RK
 LP or ↘+LP, RP,LP,RP,LK,LK,RP,LP,RK,LK
 LP or ↘+LP, RP,LP,RP,RK,LK,RK,RP,RK,LK

Downward Chop
 Forearm Chop (stuns on counter hit)
 Double Palm
 Delayed Double Palm
 Quick Punch/Kick Combo
 Punch/Kick Combo
 Spin Kick
 Fury

 Punch & Kick
 2 Punches, Double Palm
 Kneeling Kick
 Bone Cutter (throw on a counter hit)
 Rising Spin Kick (juggles opponent)
 Falling Ankle Kick, Rising Spin Kick (juggles)
 Head Ringer
 Spin Chop
 Uppercut or HK or LK (uppercut juggles)
 Hunting Kicks
 Spike Combo
 Jamming Combo
 Alternating Swan Combo
 Swan Combo

 Rapid Combo

 Attack Reversal (reverses Yoshimitsu's unblockables)
 Hunting Swan (unblockable)
 10-hit combo

 10-hit combo
 10-hit combo

Combos

↘+RP Uppercut (Combo Starter)
 ↙+RK,LK Falling Ankle Kick, Rising Spin Kick (Combo Starter)
 LP,↘+LK,LP,RP,→+LP+RP+P, Assault Combo (7 hits, 70 pts.)
 LP,↘+LK,RP,LK+P, Swan Combo (6 hits, 68 pts.)
 LP,→+LP,RP,RK+P, Triple Smash (6 hits, 64 pts.)
 LP,↙+RK,LK+P, LK, RK (5 hits, 64 pts.)
 LP,RP,LP,RP,RK,LK+4 Punches, RK, LK (7 hits, 62 pts.)
 ↓+RK,LP,↓+RK,LP+LK, Spin Chop, LK, Spin Chop (6 hits, 56 pts.)
 LP,↓+LK,RP+P, LK, Uppercut (5 hits, 56 pts.)
 ↓+RK,LP,↓+LK+LK, Spin Chop, LK (5 hits, 53 pts.)
 ↓+LK,RK+LK, HK (4 hits, 53 pts.)

↓+LK,RP LK, Uppercut (Combo Starter)

↓+RK,LP,(→)+LP,RP,LP+RP+LK, Spin Chop, 2 Punches, Double Palm (7 hits, 57 pts.)

LP,↙+RK,LK+P, LK, RK (5 hits, 51 pts.)

↓+RK,LP,↓+RK,LP+LK, Spin Chop, LK, Spin Chop (6 hits, 43 pts.)

Yoshimitsu

Grappling Techniques

RP+RK

LP+LK

(↓) ↘ →+LP+RP

(behind) LP+LK or RP+RK

Jawcrusher

Flying Press

Missile Press

Spinning Missile Press

Special Techniques

(→)+RP

RP,LK or (↓) +LK

(←)+LP,LP,LP,LP,LP

(↙) +RP,RP,RP,RP

(←)+LP,[LP],[LP],[←)+LK,[LK],
[LK],[LK or →+RK]

(↓) ↘+LK

RK,LK

→ →+RK

↗+LK+RK

LK,[RK]

RK,RK,RK

→ →+LK+RK,[LP+RP],[LK+RK]

(↙) +LK,[LK],[LK],[LK],LK or →+RK

(←)+LK+RK

(WC) LK+RK

(WC) LK+RK (→) or (←) or N

→ →+LP+RK,N

→ (→)+LP+RK

(WC) LP+RK

(↓) ↙ ←+LP

↗+LP+RP, (↓)

↙+LP

↙+LP,N,(↙) ,LP

← ←+LP

← ←+LP,N+LP

RK,RK,RP,RP:LP

LP,RP,LP,RK,RK,RK,LP,LK+RK

RK,RK,RP,RP,RK,RK,LP,LK+RK

LP,RP,LP,RK,RK,RK,LP,LP,LP

LP,RP,LP,RK,RP,RP,RP,RK,LP,LP

RK,RK,RP,RP,RK,RK,LP,LP,LP,LP

Backfist (turns opponent around)

Puncher

Spinning Hilt Strikes

Spinning Fist Strikes

Spinning Hilt & Fist Strike

Spinning Sweep

Kangaroo Kick (juggles opponent)

Jumping Knee

Flipping Stomp

Lightning Kick

3 Kicks

Spiral Launch, (Spiral Dive), (Kangaroo Kick)

Spinning Leg Sweep, SLS or Falling Tree Kick

Teleport (takes off 6 times of life)

Sit Down

Teleport (forward, backward, or heal)

Fake Turning Suicide

Turning Suicide (unblockable)

Standing Suicide (unblockable)

Samurai Cutter (unblockable)

Helicopter Stomp (unblockable)

Shoulder Cut (unblockable)

Charging Shoulder Cut (unblockable)

Sword Thrust (unblockable)

Saw Blade (unblockable)

5-hit combo

8-hit combo

8-hit combo

10-hit combo

0-hit combo

10-hit combo

Combos

RK,LK Kangaroo Kick (Combo Starter)

(WC) LP+RK+Standing Suicide (2 hits, 78 pts.)

↘+RP Uppercut (Combo Starter)

→+LP,→ →+RK,(↙) +LK,LK,LK,LK,→+RK,→ → ↙+LP+P, Jumping Knee, Standing Leg Strike, Fake Turning Suicide, Samurai Cutter (9 hits, 74 pts.)

→+LP,→ →+RK, ↗+LK+RK+P, Jumping Knee, Flipping Stomp (4 hits, 56 pts.)

↘+RP,↘+RP,↘+RP, ↗+LK+RK +LK Uppercuts, Flipping Stomp (4 hits, 56 pts.)

→+LP,→,RP,LK +P, P, Spin Kick (4 hits, 49 pts.)

→+LP,→ →+RK,→ ↙+LP +P, Jumping Knee, Shoulder Cut (4 hits, 46 pts.)

→+LP,→ →+RK,(↓) +LK +P, Jumping Knee, Sweep Kick (4 hits, 44 pts.)

→+LP,(←)+LP,LP,(↙) +LK,LK,LK+P, Spinning Hilt and Leg Strikes (5 hits, 39 pts.)

The Sub Bosses

Alex and Roger

Grappling Techniques

LP+LK

RP+RK

(↓) ↘→+LP

↙↙+LP+RP

↙→+LP+RP

(→)←↙↓↘→+LP

↘+LK+RK

(behind) LP+LK or RP+RK

Head Butt

Powerbomb

Jaguar Driver

DDT

Tombstone Piledriver

Giant Swing

Frankensteiner

Neck Throw

Special Techniques

↘+LP

→N+LP

↘+RP

→→+RP

→→ N+RP

→→+LP+RP

(↓) (↘) +RP

→,N,↓(↘) +LP

RP,LP

↓+LP,N+RP

LP,RP,LP

→(→)+LP,RP,LP,RP,LP

↗or → or (→)+LP+RP

(↖) or (↑) or (↗) +RP+RK

Hammer Strike (stuns if blocked)

Rolling Punch (stuns if blocked)

Gut Punch

Middle Smash (juggles on counter hit)

Stomach Smash (stuns on counter hit)

Flying Cross Chop (stuns if blocked)

Dynamite Uppercut (juggles opponent)

Animal Uppercut

Uppercut

Uppercut

Uppercut

Animal Punch Rush, Rolling Punch (stuns if blocked)

Knuckle Bomb

Elbow Drop

↙+LK
 → →+RK
 → →+LK+RK
 LK+RK
 → → (→)+LK+RK
 ↗+LK+RK
 (WC) LK+RK,RK,RK,RK,RK
 ↙+RK,[LP],LK,RK,[←],LK,RK
 ←+LK+RK,[LP],LK,RK,[←],LK,RK
 (←)+LP

Tail Cutter (hits low)
 Jail Kick
 Drop Kick (stuns if blocked)
 Delayed Drop Kick (stuns if blocked)
 Satellite Drop Kick (stuns if blocked)
 Double Knee Drop
 Ali Kick (last two kicks only if counter hit)
 Animal, (Rolling Animal), Animal Rush
 Falling Kick, (Rolling Animal), Animal Rush
 Animal Gigaton Punch (unblockable)

NOTE: Roger & Alex have no known 10-hit combos.

Combos

(↓) (↘) +RP Dynamite Uppercut (Combo Starter)

↗+RK Jump Kick (Combo Starter)

→+LP,RP,→→+RP,(↓) +LK+RK,RK,RK+2 Punches, Middle Smash, Ali Kicks (6 hits, 72 pts.)
 →+LP,→+LP,RP,→ (↓) +LK+RK,RK,RK+2 Punches, Ali Kicks (6 hits, 69 pts.)
 →+LP,RP,→→+RK, 2 Punches, Jail Kick (4 hits, 64 pts.)
 →+LP,RP,(↓) +LK+RK,RK,RK, 2 Punches, Ali Kicks (5 hits, 60 pts.)
 →+LP,→+LP,RP,→→,N+RP, 2 Punches, LP (5 hits, 59 pts.)
 →+LP,RP,LP,(↓) +LK+RK+3 Punches, Ali Kick (4 hits, 59 pts.)
 →+LP,RP,LP,→→,N+RP+3 Punches, LP (5 hits, 53 pts.)

Armor King

Grappling Techniques

LP+LK
 RP+RK
 RP+RK,↓↓↓+LP+RP
 ↙↙+LP+RP
 ↙→+LP+RP
 (↓) (↘) →+LP
 (→)←↙↓↘→+LP
 ↘+LK+RK
 (behind) LP+LK or RP+RK

Coconut Crush
 Backfall Suplex
 Steiner Screwdriver
 DDT
 Tombstone Piledriver
 Jaguar Driver
 Giant Swing
 Frankensteiner
 Reverse DDT

Special Techniques

↘+LP
 ↘+RP
 (↓) (↘) +RP
 →→+LP+RP
 →→+RP

Hammer Strike (stuns if blocked)
 Gut Punch
 Dynamite Uppercut (juggles opponent)
 Flying Cross Chop (stuns if blocked)
 Middle Smash (juggles on counter hit)

→→,N+RP	Stomach Smash (stuns on counter hit)
→,N,↓↘+RP	Black Smash (juggles opponent)
→,N,↓↘+LP	Dark Smash
←+LP+RK	Straight Arrow
→+LP+RK	Black Shoulder
↗ or → or (→)+LP+RP	Knuckle Bomb
↑ or ↗,N+LP+RP	Jump-In Knuckle Bomb
(↖) or (↑) or (↗)+RP+RK	Elbow Drop
RP,LP	Uppercut
↓+LP	Uppercut
LP,RP,LP	Uppercut
→→+RK	Jail Kick
→→+LK+RK	Drop Kick (stuns if blocked)
LK+RK	Delayed Drop Kick (stuns if blocked)
→→(→)+LK+RK	Satellite Drop Kick (stuns if blocked)
↑ or ↗+LK+RK	Double Knee Drop
(WC) LK+RK,RK,RK,RK,RK	Ali Kicks (last two kicks only if counter hit)
↑ or ↗N+LK+RK,RK,RK	Jump-In Ali Kicks
↗+LP+RP,(↓)	Super Knuckle Bomb (unblockable; hits fallen opponent)
↑ or ↗,N+LP+RP,(↓)	Jump Super Knuckle Bomb (unblockable; hits fallen opponent)
↑ or ↗,N+LP+RK	Jump Moon Drop (unblockable; hits fallen opponent)
(→)+RP,LP,LP,RP,RK,RK,RK,LP,LK	9-hit combo
LP,RP,LP,LP,RP,RK,RK,RK,LP,LK	10-hit combo

Combos

- ,N,↓↘+RP, Black Smash (Combo Starter)
- +LP, RP,→→+RP,→,(↓) +LK+RK,RK,RK, 2 Punches Middle Smash, Ali Kicks (6 hits, 77 pts.)
 - +LP, →+LP,RP,→(↓) +LK+RK,RK,RK,P, 2 Punches, Ali Kicks (6 hits, 74 pts.)
 - +LP, RP,LP,(↓) +LK+RK,3 Punches, Ali Kick (6 hits, 71 pts.)
 - +LP, RP,→→+RK+RPPs, Jail Kick (4 hits, 69 pts.)
 - +LP, RP,(↓) +LK+RK,RK,RK,RK, 2 Punches, Ali Kicks (5 hits, 65 pts.)
 - +LP, →+LP, RP,→→,N+RP+P, 2 Punches, LP (5 hits, 64 pts.)
 - +LP, RP,LP,→→,N+RP, 3 Punches, LP (6 hits, 61 pts.)
 - +LP, →,N,↓↘+RP+P, Black Smash (3 hits, 60 pts.)

Baek Doo San

Grappling Techniques

LP+LK

RP+RK

→→+RP

↙+LP+LK

(behind) LP+RP or LK+RK

Hammerhead Throw

Blue Shark Claw

Cobra Bite

Swordfish Throw

Starfish Throw

Special Techniques

→+RP

LP,LP or RP

RP,RP

→,N,↓ ↘+LK

→→+LK

→(→)+RK

→→→ or (→)+LK

↖ or ↗ or ↘(↓) +RK

→+RK, LK

LK,RK,LK

→+RK,RK,LK

↗+LK,RK,LK

↗,LK,↓+RK,LK

RK,RK,LK

↘+RK,RK,LK

LK,LK,RK

(WC) LK,N+LK,LK or ↓+LK

LK,RK,RK,LK or RK,LK

LK,LK,LK,RK or ↓+RK

LK,LK,RK,RK,LK or ,RK,LK

(WC) RK,LK,LK,LK or ↓+LK

RK,RK,RK,LK

↘+RK,RK,RK,LK

←←+LK,N

←←+LK,N,(←) or (→)

←←+LK,N,LK or (←)+LK or (↓) +LK

←←+LK,N,LK,LK,RK

←←+LK,N,LK,RK,RK,LK or RK,LK

↙+LK+RK

RK,LK,LK,RK,LK,LK,LK,RK,LK,LK

RK,LK,RK,LK,LK,LK,LK,LK,RK,LK

Backfist

Lightning Punches

Backfist

Wing Blade (juggles opponent)

Axe Kick

Hammer Heel (hits fallen opponent)

Killing Blade (stuns if blocked)

Jump Spin Crescent Kick

Knife Heel

Break Blade (juggles opponent)

Triple Threat

Hunting Hawk (stuns if blocked)

Starlight Blade (juggles opponent)

Albatross Combo

Alternate Albatross Combo

Wave Needle

Snake Combo

Heat Distraction or Hurricane Distraction

Butterfly Combos

Black Widow or Mantis Combo

Baek's Rush Combo

Flaming Hawk

Alternate Flaming Hawk

Flamingo

Side Step

Cutting Heel or Hunting Heel

Wave Needle

Heat Distraction or Hurricane Distraction

Heel Explosion (unblockable)

10-hit combo

10-hit combo

Combos

RK,LK,RK,LK,LK,LK,LK,LK,RK,LK,(WC)+LK, N+LK,LK,→(→)+RK (14 hits, 130 pts.)

RK,LK,LK,RK,LK,LK,LK,RK,LK,(WC)+LK,N+LK,LK,→(→)+RK (14 hits, 129 pts.)

LK,RK,LK, Break Blade (Combo Starter)

(→)+LK,LK,LK,RK,→(→)+RK+Butterfly Combo, Hammer Heel (8 hits, 127 pts.)

LK,RK,LK,→(→)+RK+Break Blade, Hammer Heel (7 hits, 98 pts.)

(WC) LK,N+LK,LK,→(→)+RK+Snake Combo, Hammer Heel (7 hits, 96 pts.)

(WC) LK,N+LK,LK, Snake Combo (Combo Starter)

LK,LK,LK,RK,→(→)+RK+Butterfly Combo, Hammer Heel (8 hits, 109 pts.)

LK,RK,LK,→(→)+RK +Break Blade, Hammer Heel (7 hits, 89 pts.)

(WC) LK,N+LK,LK,→(→)+RK+Snake Combo, Hammer Heel (7 hits, 82 pts.)

→,N,↓ ↘+LK, Wing Blade (Combo Starter)

LK,LK,LK,RK,→(→)+RK+Butterfly Combo, Hammer Heel (6 hits, 94 pts.)

↗+LK,RK,LK,→(→)+RK +Hunting Hawk, Hammer Heel (5 hits, 75 pts.)

↙+LK+RK +Heel Explosion (2 hits, 51 pts.)

Ganryu

Grappling Techniques

LP+LK

RP+RK

(→)+RP+RK

→,(→)+RP+LK

(behind) LP+LK or RP+RK

Jizo Hug

Body Drop

Lifting Toss

Jaw Breaker

Upside-Down Drop

Special Techniques

(↓) +LP+RP (lying down)

↘+RP+LK

(↓) +LP+RP

(→) or →→+LP+RP

↙↙↓(↘) +RP

↙↙↓(↘) +LP

(→) or →→+RP,LP

LP+RP,LP+RP

LP,LP,LP

(↓) (↘) +RP,LP,RP or LP,RP,LP

(↓) +LP,LP,LP,RP,(↓) or (↘) or (→)+LP

(↓) ↘+LP,RP,LP,LP

RP,RP,RP,RP (WC)

(→)+LP,RP,LP,RP,LP,RP,LP,RP

RP,LP,RP,LP,RP,LP,RP,LP

↘+RP,LP,LP,LP

RK (WC)

↗+LK+RK

Spring Hammer Punch

Thunder Palm

Palm Lift

Scissors

Megaton Palm

Megaton Float (juggles opponent)

Elbow

Hammer, Double Uppercut

Ganryu's Combo

Nodowa Combo

Sumo Rush

Wild Swing, Backfist (stuns if blocked)

Kabuki Palm (infinite)

Devil Thrusts

Devil Thrusts II

Uppercut, Devil Thrusts (juggles opponent)

Thigh Quake

Hip Press

LK+RK

LK+RK,(←) or (→)

←+LP+RP

Sit Down

Roll Backward or Forward

Giant Tackle (unblockable)

NOTE: Ganryu has no known 10-hit combos.

Combos

←↙↓(↘) +LP Megaton Float (Combo Starter)

(WC) RK+Thigh Quake (2 hits, 63 pts.)

LP,LP+RP,LP+RP+P, Double Uppercut, Hammer (4 hits, 62 pts.)

←↙↓(↘) +RP+Megaton Palm (2 hits, 62 pts.)

(↓) ↘+L,RP,LP+Wild Swing (4 hits, 57 pts.)

RP,LP,RP,LP,RP,LP+Devil Thrust (6 hits, 54 pts.)

↘+RP, Uppercut (Combo Starter)

RP,LP+RP,LP+RP+Double Uppercut, Hammer (4 hits, 50 pts.)

LP+RP,LP+RP+Double Uppercut, Hammer (3 hits, 45 pts.)

RP,RP,LP,RP,LP+Devil Thrust (5 hits, 41 pts.)

RP,LP,RP,LP,RP,LP+Devil Thrust (5 hits, 36 pts.)

Bruce Irvin

Grappling Techniques

LP+LK

RP+RK

(behind) LP+LK or RP+RK

Knee Bash

Ribcrusher

Neck Throw

Multi-parts

→↓(↘) +LP+RP+RK

(Embracing) LP+RP,LP+RP,LP+RP

(Embracing) LK,LP+RP+LK

(Embracing) RK,LP+RP+LK

LK LP or RP LP,LK,LP+RP+RK

(Turning) RP,RK,LP,LP+RP+LK

Embracing Right Knee

Tumbleweed

Left Knee LP (after "Huat" ki yap; pause 1/2 sec. before)

Left Knee RP (performing the motions for Turning Knee)

Turning Knee (after pressing LK)

Jump Knee (after Left Knee LP or RP connects)

Special Techniques

LP+RP

→+LP+RP

↘+L,RP

→+L,RP,LP

LP,RK,LK

LP,RP,LK

LP,RP,→ or N or ↓+RK

LP,RP,LP,RP

Side-Step Sledgehammer

Slice Elbow

Double Facebreaker (juggles opponent)

Triple Sock Combo

Southern Cross Combo

Northern Lights Combo

2 Punch Combo

4 Punch Combo

[LP] RP,↓+RK,LK

→→+RK

→→+LK

↘+LK+RK

→→→ or (→)+LK

LK,LK

↘+LK [LP]

←+LK,RK or RP

→+RK,LK,RK

(WC) LK+RK,LK

←+RK,LK,RK or ↓+RK

LK,RP,LP,RK

←←,N+LK+RK,[RK]

←+RP+LK

2 Punch Combo

Bazooka Leg (stuns if blocked)

Slice Knee (stuns if blocked)

Step-In Side Kick

Sniper Slash (stuns if blocked)

Quick Kicks

Cyclone Edge

Stopping Kick (Knee or Punch; knee stuns on counter hit)

Triple Kick Combo

Double Side Kick

Double Knee

Gatling Combo (2nd punch juggles)

Handspring Escape

Sidewinder (unblockable)

NOTE: Bruce has no known 10-hit combos.

Combos

LK,RP,LP Partial Gatling Combo (Combo Starter; remove the LP from the combos below when using with this Combo Starter)

↗+RK, Jump Kick (Combo Starter)

↘+RP, Uppercut (Combo Starter)

↘+LP,RP, Double Facebreaker (Combo Starter)

LP,↘+LK,LP+P, Cyclone Edge,Tornado Uppercut (5 hits, 65 pts.)

LP,←+RK,LK,RK+P, Triple Knee (6 hits, 64 pts.)

LP,(→)+LP,RP,LP+P, Triple Sock Combo (6 hits, 60 pts.)

LP,→+RK,LK,RK+P, Triple Kick (6 hits, 59 pts.)

LP,LK,LK+P, Double Kick (5 hits, 58 pts.)

LP,←+LK,RK+P, Stopping Kick, Knee (5 hits, 54 pts.)

LP,RP,LP,RP+2 Punch Combo (5 hits, 44 pts.)

LP,(WC)+LK+RK,LK+P, Double Side Kick (5 hits, 43 pts.)

↘+LP,RP+Double Facebreaker (4 hits, 34 pts.)

Kuma

Grappling Techniques

LP+LK

RP+RK

(→)+RP+RK

(←)+RP+RK

(behind) LP+LK or RP+RK

Hell Press (stuns if blocked)

Bear Hug

Bear Bites

Head Butt

Bear Shot

Special Techniques

(lying down) (↓) +LP+RP

←→+RP+LK

(→) or →→+LP+RP

←↙↓(↘) +RP

LP+RP,LP+RP

LP+RP,LP+RP

LP,LP,LP

→+LP,LP,LP

RP,LP,RP

(↘) +RP,LP,RP,(↓) or (↘) or (→)+LP

(↘) +LP,RP,LP,RP

(↓) (↘) +RP,(↓) or (↘) or (→)+LP

(↓) (↘) +RP,LP,RP

(↓) (↘) +LP,RP,(↓) or (↘) or (→)+LP

(↓) +LP,LP,LP,RP,(↓) or (↘) or (→)+LP

(↓) ↘+LP,RP,LP,LP

↗+LK+RK

LK+RK

LK+RK,(←) or (→)

LK+RK,LP,RP,LP,RP

(←)+LP+RP

(←)+LP+RP,→↘↓ ↙←↖↑(↗)

(↓) +RP,LP,LP,LP,RP,LP,RP,LP,LP+RP,LP+RP

Spring Hammer Punch

Salmon Hunter

Bear Scissors

Megaton Claw

Hammer Knuckle, Double Uppercut

Double Uppercut, Hammer Knuckle

Bear Punch Combo

Bear Heaven Cannon (juggles opponent)

Elbows, Uppercut (juggles opponent)

Uppercut Rush (juggles opponent)

Uppercut Rush

Short Bear Rush

Bear Rush LP

Bear Rush RP

Bear Rush LK

Wild Swing, Backfist (stuns if blocked)

Hip Press

Sit Down

Roll Backward or Roll Forward

Blood Claws

Terrible Claw (unblockable)

Rolling Bear

10-hit combo

Combos

RP,LP,RP, Elbow, Uppercut (Combo Starter)

(↓) +LP,LP,LP,RP,(↓) +LP+Bear Rush LK (7 hits, 98 pts.)

LP+RP,LP+RP + Double Uppercut, Hammer Knuckle (4 hits, 87 pts.)

LP+RP+Hammer Knuckle (4 hits, 84 pts.)

LP+LK +Hell Press (4 hits, 80 pts.)

↘+RP Uppercut (Combo Starter)

RP,LP+RP,LP+RP+P, Hammer Knuckle, Double Uppercut (4 hits, 49 pts.)

(↓) +LP,LP,LP,RP,(↓) +LP+Bear Rush LK (5 hits, 41 pts.)

→+LP,LP,LP,(↓) +LP+Bear Heaven Cannon, LP (5 hits, 38 pts.)

Kunimitsu

Grappling Techniques

LP+LK	Flying Press
↙+LP+LK	Hip Lock
RP+RK	Jawcrusher
(behind) LP+LK or RP+RK	Back Drop

Special Techniques

(⇒)+RP	Backfist (turns opponent around)
RP,LK or (↓)+LK	Punch & Kick
(←)+LP,LP,LP,LP,LP,LP	Spinning Hilt Strikes
(←)+LP,[LP],[LP],(↙) +LK,[LK],[LK], [LK or ⇒+RK]	Spinning Hilt Strikes
(↓)(↙) +LK,[LK],[LK],[LK],LK or ⇒+RK	Spinning Leg Sweep, or Falling Tree Kick
(↓)↘+LK	Spinning Sweep
⇒⇒+RK	Jumping Knee
↗+LK+RK	Flipping Stomp
⇒⇒+LK+RK	Spiral Launch
LK,RK	Lightning Kicks
↙+RP	Kunai Stab (unblockable)
←+RP	Kunai Murder (unblockable)
⇒⇒,N+RP	Kunai Advance (unblockable)
LP,RP,LP,RK,RK,RK,LP,RP,LK,RP	10-hit combo

Combos

↘+RP Uppercut (Combo Starter)	
⇒+LP,⇒⇒+RK,(↓)(↙) +LK,LK,LK,LK,⇒+RK,⇒⇒↙+RP+P, Spinning Leg Sweep, Falling Tree Kick, Kunai Stab (9 hits, 74 pts.)	
⇒+LP,⇒,⇒+RK ↗+LK+RK+P, Jumping Knee, Flipping Stomp (4 hits, 56 pts.)	
↘+RP,↘+RP,↘+RP, ↗+LK+RK +LK Uppercuts, Flipping Stomp (4 hits, 56 pts.)	
⇒+LP,⇒RP,LK+2 punches, Spin Kick (4 hits, 49 pts.)	
⇒+LP,⇒⇒+RK,↙+RP+P, Jumping Knee, Kunai Stab (4 hits, 46 pts.)	
⇒+LP,⇒⇒+RK,(↓)+LK+P, Jumping Knee, Sweep Kick (4 hits, 44 pts.)	
⇒+LP,(←)+LP,LP,(↙) +LK,LK,LK+P, Spinning Hilt and Leg Strikes (5 hits, 39 pts.)	

Lee Chaolan

Grappling Techniques

LP+LK	Neck Fracture
RP+RK	Chastisement Punch
⇒,⇒+LK+RK	Knee Bash
(behind) LP+LK or RP+RK	Bulldog

Special Techniques

RPRP

(→)+RPRPRP

LP,LP,LP,LP,LP

→→,N+LK+RK

(→)+LP [LP],[LP],[LP],RPRPRP

↓↘+RK

→→+LK

LK,LK

(↓)↘↓↘+LK

(↓)↘ or ↑ or ↗

(↓)↘ or ↑ or ↗+RK

(↓)(↘) or (↑) or (↗)+RK

(↓)(↘) or (↑) or (↗)+LK+RK

RK,↑+LK

(WC) RK,N+RK,(↑)+LK

RK,LK,RK

→→,N+LK,RK,RK or →+RK or ↓+RK

LK,LK,[LK],LK or (→)+LK]

(WC) RK,N+RK,LK,RK

(WC) RK,RK,RK,RK

(WC) ←←,N+LK+RK

LK,LK,(↓)+LK,LK,LK,LK

LK,LK,(↓)+LK,LK,LK,LK,(↓) or (→) or (↑)

(WC) LK+RK

↘+LP+RP (↑↑ to cancel)

↘+LP,RPRP,LP,LK,LK,LK,RK,LK,RK

Double Knuckle

Knuckle Combo

Fist Flurry

Dropping Slide Kick

Fist Flurry and Knuckle Combo

Blazing Kick (juggles on counter hit)

Axe Kick

Double Axe Kick

Slide Kick

Feint Flip Kick

Low Flip Kick (juggles opponent)

High Flip Kick

Flip Drop

Flip Kick

Flip Kick

Spin Kick

Shredder Combo

Shin Kick

Spin Kick, Roundhouse Kick

Razor Edge Combo

Back Handspring

Infinite Kick Combo

Alternating (LK or MK or Axe Kick)

Silver Cyclone (unblockable)

Silver Fang (unblockable; can duck under)

10-hit combo

Combos

↘+RP, Uppercut (Combo Starter)

↗+RK Jump Kick (Combo Starter)

↓(↑ or ↗)+RK Flip Kick (Combo Starter)

LK,LK,LK+3 HKs (4 hits, 67 pts.)

RK,N+RK,LK,RK+LK, HK, Spin Kick, HK (WC)
(5 hits, 66 pts.)

RK,LK,RK+HK, Spin Kick, HK (4 hits, 65 pts.)

LK,LK,LK+LK, 2 HKs (WC) (4 hits, 59 pts.)

LK,LK+Double Axe Kick (3 hits, 58 pts.)

LP,RPRPRP+4 Punches (5 hits, 53 pts.)

Prototype Jack

Grappling Techniques

LP+LK,[LK+RK]

(↙)+RP+LK

(behind) LP+LK or RP+RK

Hell Press (Dive Bomber; stuns if blocked)

Slap Down (opponent slow to recover)

Reverse Slam

Multi-parts

RP+RK

(Punishment Drop) ←↙↓(↘) +RP

Punishment Drop

Gigaton Punch

Special Techniques

(lying down) (↓)+LP+RP

RP,LP,RP

LP,LP,LP

LP+RP,LP+RP

→→ or (→)+LP+RP

←↙↓(↘) +LP

←↙↓(↘) +RP

(WC) LP,RP

↙+LP,LP,LP,[RP]

(↘) +RP,LP,RP,(↓) or (↘) or (→)+LP

(↘) +LP,RP,LP,RP

(↓)(↘) +RP,(↓) or (↘) or (→)+LP

(↓)(↘) +RP,LP,RP

(↓)(↘) +LP,RP,(↓) or (↘) or (→)+LP

(↓)+LP,LP,LP,RP,(↓) or (↘) or (→)+LP

(↓)↘+LP,RP,LP,LP

→ or (→)+LK+RK

↗+LK+RK

(WC) LK+RK

(WC) LK+RK,(←) or (→)

(WC) LK+RK,LP,RP,LP,RP or RP,LP,RP,LP

→+RK,LP

(←)↙↓↘→ (LP 5 times)+LP

LK+RK,[LK+RK],[LK+RK]

(↓)+RP,LP,LP,LP,RP,LP,RP,LP,LP+RP,LP+RP

Spring Hammer Punch

Elbow Uppercut (juggles opponent)

Hammer Combo

Hammer Knuckle, Double Uppercut

Power Scissors

Exploder (juggles opponent)

Megaton Punch

Blast Combo

Machine Gun Knuckle, [Megaton Punch]

Uppercut Rush LP (juggles opponent)

Uppercut Rush RP

Short Hammer Rush

Hammer Rush LP

Hammer Rush RP

Hammer Rush LK

Wild Swing, Backfist (stuns if blocked)

Head Slide (stuns if blocked)

Hip Press

Sit Down

Roll Backward or Roll Forward

Blood Fan (perform after a Hip Press)

Dark Cutter (unblockable; can duck under)

Gigaton Punch (unblockable after LK winds up)

Dive Bomber, Hopping Delay (unblockable)

10-hit combo

Combos

RP,LP,RP, Elbow Uppercut (Combo Starter)

(↓)+LP,LP,LP,RP,(↓)+LP+Hammer Rush LK (7 hits, 98 pts.)

LP+LK+Hell Press (4 hits, 80 pts.)

↘+RP Uppercut (Combo Starter)

←↘↓(↘) +LP Exploder (Combo Starter)

←↘↓(↘) +RP+Megaton Punch (2 hits, 71 pts.)

RP,LP+RP,LP+RP+P, Hammer Knuckle, Double Uppercut (4 hits, 69 pts.)

(↓)+LP,LP,LP,RP,(↓)+LP+Hammer Rush LK (5 hits, 61 pts.)

(↓)↘+LP,RP,LP+Wild Swing (4 hits, 57 pts.)

(↓)(↘) +LP,RP,LP or RP,LP,RP+Hammer Rush LP or RP (4 hits, 56 pts.)

Wang Jin Lei

Grappling Techniques

LP+LK

RP+RK

↘+LP+LK+RK

↘↘+RP+RK

RP,←LP+RP

(behind) LP+LK or RP+RK

Neck Throw

Reaping Throw

Whirlwind Throw (only if opponent standing)

Waning Moon

Spin behind, German Suplex

Neck Throw

Special Techniques

(↓)↘→+RP

→+RP

→→+LP+RP

(→)+LP+RP

↘+LP+RP

↘+RP,LP

LP,LP,LP or ↘+LP,LP

RP,LP,LP

(↓)↘→,pause,RP,LP,LP

RK

RK,↓+RK,N+RK or ↓+RK or LP

(WC) RK,N+RK or (↓)+RK or LP

↗+LK+RK

(↓)↘+RK

(↓)↘+RK,LK

(←)+LP+LK or RP+RK

←←+LP (← to cancel)

←+LP+RP

RP,LP,LP,RP,LK,LK,LK,RK,RK,LP

Death Fist

Front Strike

Double Strike

Delayed Double Strike

Low Double Fist

Death Push, Big Punch (1st punch must connect)

Catapult Combo (juggles)

Slice Uppercut, Catapult Combo (juggles)

Alternate Slice Uppercut, Catapult Combo (juggles)

Sky Cannon

Leg Sweep (juggles)

Front Leg Sweep (juggles)

Earthquake Stomp

Back Leg Sweep

Penetrating Bow Leg

Attack Reversal

Heaven Cannon (unblockable)

Indigo Punch (unblockable)

10-hit combo

Combos

←←+LP Heaven Cannon (Combo Starter)

(↓)↘→+RP,↘+LP+RP+Death Fist, Low Double Fist (3 hits, 125 pts.)

RP,LP,LP,↘+LP+RP+Slice Uppercut, Catapult Combo, Low Double Fist (5 hits, 121 pts.)

RK,↓+RK,LP,↘+LP+RP+Kick, Leg Sweep, Uppercut, Low Double Fist (4 hits, 117 pts.)

(↓)↘+RK,LK,↘+LP+RP+Back Leg Sweep, Bow Leg, Low Double Fist (4 hits, 114 pts.)

RK,↓+RK,LP Kick, Leg Sweep, Uppercut (Combo Starter)

(WC)+RK,LP,↘+LP+RP+Frail Leg Sweep, Uppercut, Low Double Fist (6 hits, 102 pts.)

RP+LP,LP Slice Uppercut, Catapult Combo (Combo Starter)

(WC)+RK,LP,↘+LP+RP+Front Leg Sweep, Uppercut, Low Double Fist (6 hits, 96 pts.)

Anna Williams

Grappling Techniques

LP+LK

RP+RK

(→)+LP+LK

↘↘+LP

(behind) LP+LK or RP+RK

Arm Turn

Lifting Toss

Neck Throw

Embracing Elbow Strike

Three Limb Break

Multi-parts

(↓)↘→+(LP+RP or pause,LP+RP)

(during palm grab) LK,RK,LK,LP+RP

(during palm grab) LP,LK,RP,LP

(during SRAL) LK,LP,RK,LP+RP,LP+RP

(during SRAL) RP,LP,LK,RK,LP+RP

(during SRAL) RP,LK,LP+RP,LK+RK,LP+RP

LP+LK,RK,LP+RP

(during SCL) LP+RP,RK,LK,LP+RP,LP+RP,LP+RP Arm Break, Rear Cross Lock

Palm Grab

Reaping Arm Bar (LP+RP)

Standing Reverse Arm Lock (LP+LK)

Rear Gatelatch Falcon-Wing Squeeze

Falling Reverse Arm Lock

Gatelatch Throw (during palm grab)

Arm Sprain, Standing Cross Lock

Special Techniques

(↓)↘+RP

(↓)→+LP

(↓)→+RP

→→+LP+RP

(→)+LP+RP

(WC)+LP,N+RK or (↓)+LP,N+RK

(WC)+RP,N+RK or (↓)+RP,N+RK

←+LP,LP,LP

LP,RP,LP,RP

LP or ↘+LP,RP,RK or LP,RK

→→+RK

→→→ or (→)+LK

(↓)↖ or ↑ or ↗+RK

Cold Blade

Cat Thrust

Right Hand Stab

Double Palm

Delayed Double Palm

Rib Kick Combo LP

Rib Kick Combo RP

Cross Cut Saw

4 Punches

2 Punches (Spin Kick or P, Sweep Kick)

Kneeling Kick

Bone Cutter

Low Flip Kick (juggles opponent)

(↓)(↶) or (↑) or (↷)+RK

LK,RK

RK,LK

(WC) LK,RP or RK

(WC) RK,LP

↷+RK,LK,RK

↘+LK,[LK,LK],RK or LP,RP

↘+LK,RP,LK or ↓+LK or RK or LP,RK

(←)+LP+RK or RP+LK

(WC) LP+RP

↙+LP+RP

LP or ↘+LP,RP,LP,RP,LK,LK,RP,LP,RP,RK

High Flip Kick

Head Ringer

Quick Kicks

LK

Spin Chop

Hunting Kicks

Rapid Combo

Swan Combo

Attack Reversal (can reverse Yoshimitsu's unblockables)

Bloody Scissors (unblockable)

Hunting Swan (unblockable)

10-hit combo

Combos

↘+RP, Uppercut (Combo Starter)

↓ ↷+RK, Flip Kick (Combo Starter)

LK,RK,(↓)↘+RP+Head Ringer, Cold Blade (3 hits, 74 pts.)

LP,RP,RK,(↓)↘+RP+Triple Smash, Cold Blade (5 hits, 68 pts.)

LP,↘+LK,RP,LK+P, Swan Combo (5 hits, 68 pts.)

LP,↘+LK,RP,RK+P, Swan Combo (5 hits, 65 pts.)

LP,↗+LP, RP, RK+P, Triple Smash (5 hits, 64 pts.)

(WC) LK,RK,(↓)↘+RP+LK, HK, Cold Blade (4 hits, 63 pts.)

(WC) LK,RP,(↓)↘+RP+LK, Uppercut, Cold Blade (4 hits, 60 pts.)

LP,(WC) LK,RK +P, LK, HK (4 hits, 59 pts.)

LP,(WC) LK,RP+P, LK, Uppercut (4 hits, 56 pts.)

(WC) RK,LP,(↓)↘+RP+LK, Spin Chop, Cold Blade (4 hits, 56 pts.)

LP,RP,(↓)↘+RP+2 Punches, Cold Blade (4 hits, 54 pts.)

LP,RP,LP,RP,LK+4 Punches, HK (5 hits, 51 pts.)

(↷)+LK+Jump Spin Kick (2 hits, 51 pts.)

(WC) LK,RP,(WC) LK,RK,(↓)↘+RP+K, P, 2 Kicks, Cold Blade (5 hits, 50 pts.)

(WC) LK,RP,(WC) RK,LP,(↓)↘+RP+K, P, K, P, Cold Blade (5 hits, 43 pts.)

Final Bosses

Kazuya Mishima

Grappling Techniques

RP+RK

LP+LK

→→,LP+RP

(behind) LP+LK or RP+RK

Shoulder Throw

Super Kick

Head Butt

Neck Throw

Multi-parts

↓ or ↙+LP+RP

RP,LP,RP,LP,RP (tackle)

Ultimate Tackle

Mounted Punches

Special Techniques

→+RP

RP

→,N,↓ (↘) +RP

→,N,(↘) +RP

→,N,↓ (↘) +LP

→,N,(↘) +LP

Dragon Punch or

Alternate Dragon Punch, LK

Dragon Punch or

Alternate Dragon Punch, RK

RP,RP

↘+LP,RP

LP,LP,RP

LP,RP,RP

→ → → or (→)+LK

→+RK

→ →+LK

RK,RK

↘+RK,RK

RK,LK

→,N,↓ (↘) +RK [RK]

→,N,(↘) +RK [RK]

↗+RK,RK,RK,RK

→

←+LP+RK

(←)+LP+RK

Backfist

Gut Punch (stuns on counter hit)

Power Uppercut (juggles opponent)

Alternate Power Uppercut (juggles opponent)

Dragon Punch

Alternate Dragon Punch

Dragon Punch, Side Kick

Dragon Punch, Sweep Kick

Backfist

Double Uppercut (juggles opponent)

3-Punch combo

2-Punch Backfist

Flying Side Kick (stuns if blocked)

Axe Kick

Axe Kick

Double Axe Kick

Standing Double Axe Kick

Flip Kick

Hell Sweep

Alternate Hell Sweep

Jump Kick, RP Sweeps, Side Kick

Sidestep

Spinning Dragon Punch (unblockable)

Long Spinning Dragon Punch (unblockable;
hits fallen opponents)

→ (→)+RP,LP,RK,RK,RP,RK,LK,RP,LP	9-hit combo
→ (→)+RP,LP,RP,RP,LK,RK,RK,LP,RP,LP	10-hit combo
→ (→)+RP,LP,RP,RP,LK,RK,RK,LK,RP,LP	10-hit combo

NOTE: Stop 10- and 9-hit combos after the Gut Punch to follow up with your combo of choice. (Don't press the last LP.)

Combos

RP Gut Punch (Combo Starter)

- ↘+LP,RP,→,LP,LP,RP,RP +Double Uppercut, Punch, 2 Punches, Backfist (7 hits, 111 pts.)
- ↘+LP,RP,→,LP,LP,LP,RP+Double Uppercut, Punch, 3-Punch combo (7 hits, 105 pts.)
- ↘+LP,RP,→,LP,↘+RK,RK +Double Uppercut, Punch, Double Axe Kick (6 hits, 98 pts.)
- ↘+LP,RP,→,LP,→,N,↓ ↘+RP +Double Uppercut, Punch, Power Uppercut (5 hits, 98 pts.)
- ↘+LP,RP,→,LP,↘+LP,RP +Double Uppercut, Punch, Double Uppercut (6 hits, 95 pts.)
- ↘+LP,RP,→,LP,→,N,↓ ↘+RK,RK +Double Uppercut, Punch, Hell Sweeps (6 hits, 97 pts.)
- ,N,↓ ↘+LP,LK +Dragon Punch, Side Kick (3 hits, 97 pts.)
- ,N,↓ ↘+LP,RK +Dragon Punch, Sweep Kick (3 hits, 92 pts.)
- ↗+RK,RK,RK,RK +Jump Kick, RP Sweeps, Side Kick (4 hits, 88 pts.)
- RP +Gut Punch (2 hits, 75 pts.)

↘+RP Uppercut (Combo Starter)

↘+LP,RP Double Uppercut (Combo Starter)

→,N,↓ (↘) +RP Power Uppercut (Combo Starter)

→,N,(↘) +RP Alternate Power Uppercut (Combo Starter)

- LP,LP,RP,RP+RP, 3 Punches (5 hits, 70 pts.)
 - ↘+LP,RP,↘+RK,RK +Double Uppercut, Double Axe Kick (5 hits, 65 pts.)
 - LP,LP,RP, ↗+RK,RK +P, 2 Punches, Jump Kick, Sweep Kick (5 hits, 65 pts.)
 - LP,LP,LP,RP+RP, 3 Punches (5 hits, 64 pts.)
 - LP,↘+RK,RK +RP, Double Axe Kick (4 hits, 58 pts.)
 - LP,→,N,↓ ↘+RP +RP Power Uppercut (3 hits, 57 pts.)
 - LP,↘+LP,RP+KP, Double Uppercut (4 hits, 54 pts.)
-

Angel & Devil Kazuya

Grappling Techniques

RP+RK	Shoulder Throw
LP+LK	Super Kick
→→+LP+RP	Head Butt
(behind) LP+LK or RP+RK	Atomic Drop

Special Techniques

→+RP	Backfist
→,N,↓ (↘) +LP	Dragon Punch
→,N,↓ (↘) +RP	Power Uppercut (juggles opponent)
RP,RP	Backfist
↘+LP,RP	Double Uppercut (juggles opponent)
LP,RP,RP	2 Punches, Backfist
LP,LP,RP	3-Punch combo
→→→ or (→)+LK	Flying Side Kick (stuns if blocked)
→+RK	Axe Kick
→→+LK	Axe Kick
RK,RK	Double Axe Kick
RK,LK	Flip Kick
↗+RK,RK	Jump Kick, Sweep Kick
→,N,↓ (↘) +RK	Hell Sweep
LP+RP	Ground Laser (unblockable; stuns opponent)
LK+RK	Air Laser (unblockable; stuns opponent)
→ (→)+RP,LP,RP,RP,LK,RK,RK,LP,RP,LP	10-hit combo

Combos

- ↘+RP Uppercut (Combo Starter)
 - ↘+LP,RP Double Uppercut (Combo Starter)
 - ,N,↓ ↘+RP Power Uppercut (Combo Starter)
 - LP,LP,RP,RP+RP, 3 Punches (5 hits, 70 pts.)
 - LP,LP,RP, ↗+RK,RK +LP, 2 Punches, Jump Kick, Sweep Kick (5 hits, 65 pts.)
 - LP,LP,LP,RP+RP, 3 Punches (5 hits, 64 pts.)
 - LP+RK,RK+RP, Double Axe Kick (4 hits, 58 pts.)
 - LP,→,N,↓ ↘+RP+RP, Power Uppercut (3 hits, 57 pts.)
 - LP,↘+LP,RP+RP, Double Uppercut (4 hits, 54 pts.)
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Tekken 2 Game Secrets

One of the greatest aspects of Tekken 2 is the wealth of hidden characters and game modes. The codes are listed on the following pages.

Playing as a Sub-Boss Character

To receive any of the 10 sub-boss characters as a playable character, you must defeat the Devil with the sub-boss' counterpart. The following is a breakdown of each of the 10 original characters' sub-bosses.

<i>Defeat the Game With</i>	<i>Receive</i>
Jun	Wang
Heihachi	Lee
Paul	Kuma
Lei	Bruce
Yoshimitsu	Kunimitsu
Michelle	Ganryu
Nina	Anna
King	Armor King
Law	Baek
Jack 2	P. Jack

Playing as Kazuya

To receive Kazuya as a playable character, you must access all 10 sub-bosses and defeat the game with any of the 10 characters.

Playing as Devil or Angel Kazuya

To receive the Devil or Angel as playable characters, you must defeat the game with Kazuya. On the Character Select screen, press the Punch or Kick button to toggle between characters.

Playing as Roger or Alex

To receive Roger or Alex as playable characters, you must first collect all 10 sub-bosses as well as Devil, Angel, and Kazuya. Now during gameplay, finish the third round of a tournament by scoring a "Great" rating. To do this, let your opponent inflict heavy damage on you before taking him out, so that you win with approximately five percent health remaining. If you're successful, you'll face Roger or Alex in the next match. Defeat either character to receive both as playable characters.

Big Head and Super Deformed Mode

To play in Big Head Mode, hold the Select button when choosing a character until the battle begins. To play in Super Deformed Mode, enter the Big Head Mode, finish the match, and before the next match starts, hold the Select button again until the match begins!

First-Person Perspective/Wireframe Mode

To play in first-person perspective, you must collect all the hidden characters for a total of 25. Then at the Character Select screen, hold the L1 and L2 buttons simultaneously until a match starts. Now you'll fight in a "punch-out" mode.

Second-Person Perspective

To play in second-person perspective, enter Practice Mode, and with controller 2, press and hold the L1 and L2 buttons. Now select your character and opponent and continue to hold the L1 and L2 buttons until the match begins. When done correctly, the opponent appears as a green wireframe version and you have a front view of your character.

Kazuya's Purple Suit

To play as Kazuya wearing a Purple Suit, collect all the hidden characters and select Kazuya by pressing the Start button on the Character Select screen.

Ultimate Mortal Kombat® 3



Legend

High Punch	HP	Sweep Kick	B+LK
Low Punch	LP	Uppercut	D+HP
High Kick	HK	Juggle Punch	D+LP
Low Kick	LK	Push Kick	D+LK
Block	BL	Neck Kick	Jumping Kick (Cross-up) as you pass over opponent
Run	RN	Throw	LP or F+LP
Roundhouse Kick	B+HK		

NOTE: Brutalities apply to Super
NES and Genesis only.

Sonya Blade™

Special Moves

Ring Toss:

↓, ↘, → + LP

Leg Throw:

↓ + LP + BL

Flying Punch:

→, ←, HP

Rising Leg Kick:

←, ←, ↓ + HK

Finishing Moves

Kiss of Death:

←, →, ↓, ↓ + RN (far)

Babality:

↓, ↓, → + LK

Purple Haze:

(BL + RN) ↑, ↑, ←, ↓ (far)

Friendship:

←, →, ←, ↓ + RN (far)

Animality (Hawk):

(LP) ←, →, ↓, → (close)

Stage Fatality:

→, →, ↓ + HP

Brutality: HP, LK, BL, HP, LK, BL, HP, LP, BL, MK, LK

Button Link Combos:

1. HP, HP, LP, ← + HP

2. HK, HK, ← + HK

3. HK, HK, HP, HP, LP, ← + HP

4. HK, HK, HP, HP, ↑ + LP

5. HP, HP, ↑ + LP

Cyrax™

Special Moves

Green Net:

←, ←, LK

Air Throw:

↓, ↘, → + BL, LP

(while both Kombatants are in air)

Short Bomb:

(LK), ←, ←, HK

Teleport:

→, ↓ + BL

Long Bomb:

(LK), →, →, HK

Finishing Moves

Helicopter:

↓, ↓, ↑, ↓ + HP (close)

Animality (Shark):

↑, ↑, ↓, ↓ (close)

Friendship:

RN, RN, RN, ↑

Self Destruct:

↓, ↓, →, ↑ + RN (close)

Babality:

→, →, ← + HP

Stage Fatality:

BLK, BLK, RN, BL, RN

Brutality: HP, MK, HP, MK, HK, MP, MK, HP, HK, LK, LP

Button Link Combos:

1. HP, HP, LP

2. HP, HP, HK, HP, HK, ← + HK

Jade™

Special Moves

Boomerang Middle:

←, →, LP (←, ←, →, LP to return)

Boomerang High:

←, →, HP

Boomerang Low:

←, →, LK

Finishing Moves

Stomach Shaker:

↑, ↑, ↓, →, HP (close)

Staff Impale:

RN, RN, RN, BL, RN (close)

Animality (cat):

→, ↓, →, →, LK

Friendship:

←, ↓, ←, ←, HK

Babality:

↓, ↓, →, ↓, HK

Stage Fatality

←, →, ↓, RN

Brutality: HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK

Button Link Combos:

1. HP, HP, ↓ + LP, ↓ + HP
2. HK, HK, LK, ← + HK
3. LK, HK, LK, ← + HK
4. HP, HP, ↓ + LP, LK, HK, LK, ← + HK

Kabal™

Special Moves

Fireball:

←, ← + HP

Web Spin:

←, → + LK

Finishing Moves

Respirator:

↓, ↓, ←, → + BL (at mid range)

Heart Attack:

RN, BL, BL, BL, HK (close)

Animality (Rhino):

(HP), →, →, ↓, → (close)

Ground Saw:

←, ←, ← + RN

Airball:

←, ←, HP (in air)

Babality:

RN, RN, LK

Friendship:

RN, LK, RN, RN, ↑(far)

Stage Fatality:

BL, BL, HK

Brutality: HP, BL, LK, LK, LK, HK, LP, LP, LP, HP, LP

Button Link Combos:

1. LK, LK, ← + HK
2. LK, LK, HK, ← + HK
3. LK, LK, HP, HP, ↓ + HP
4. LK, LK, HP, HP, ↓ + LP, ↓ + HP

Jax™

Special Moves

Single Shot:

←, → + HP

Double Shot:

→, →, ←, ← + HP

Bionic Rush:

→, → + HK

Finishing Moves

Slice-n-Dice:

(BL) ↑, ↓, →, ↑ (close)

Boot Squash:

RN, BL, RN, RN, LK (far)

Animality (Lion):

(LP) →, →, ↓, → (close)

Brutality: HP, HP, HP, BL, LP, HP, HP, HP, BL, BL, HP

Gotcha Grab:

→, → + LP, LP, LP, LP, LP

Ground Smash:

(LK) 3 seconds, then release

Back Breaker:

BL (in air)

Babality:

↓, ↓, ↓, LK

Friendship:

LK, LK, RN, RN, LK (far)

Stage Fatality:

↓, →, ↓ + LP

Button Link Combos:

1. HK, HK, ← + HK
2. HP, HP, BL, LP, ← + HP
3. HK, ↓ + HK, ↓ + HP, HP, BLK, LP, ← + HP

Liu Kang™

Special Moves

High Fireball:

→, → + HP

Low Fireball:

→, → + LP

Bicycle Kick:

(LK) 3 seconds

Flying Kick:

→, →, HK

Finishing Moves

Mental Torch:

→, →, ↓, ↓ + LK (close)

Animality (Dragon):

↓, ↓, ↑ (at mid range)

Friendship:

↓, ↓, ↓, ↓ + RN

MK Arcade Drop:

↑, ↓, ↑, ↑, BL + RN

Babality:

↓, ↓, ↓, HK

Stage Fatality:

RN, BL, BL, LK

Brutality: HP, LP, HP, BL, LK, HK, HK, LK, HK, LP, HP

Button Link Combos:

1. LK, LK, HK, ← + LK
2. HP, HP, BL, LK, LK, HK, ← + LK
3. HP, HP, ← + LP

Kano™

Special Moves

Spinning Ball:
(LK) 3 seconds

Blade Toss:
↓, ↙, ← + HP

Blade Swipe:
↓, ↘, → + HP

Grab and Shake:
←, ↙, ↓, ↘, → + LP

Air Throw:
BL (while both kombatants in the air)

Rising Ball:
→, ↓, → + HK

Finishing Moves

Skeleton Rip:
(LP) →, ↓, ↓, → (close)

Animality (Tarantula):
(HP) BL, BL, BL (close)

Friendship:
LK, LK, RN, RN, HK (sweep)

Eye Laser:
LP, BL, BL, HK (sweep)

Babality:
→, →, ↓, ↓ + LK (any)

Stage Fatality:
↑, ↑, ← + LK

Brutality: HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK

Button Link Combos:

1. HP, HP, ↓+ LP, ↓+ HP
2. HK, HK, LK, ← + HK
3. HP, HP, HK, LK, ← + HK

Kitana™

Special Moves

Fan Toss:
→, →, HP + LP

Fan Lift:
←, ←, ←, HP

Square Punch:
↓, ↙, ←, HP

Finishing Moves

Kiss of Death:
RN, RN, BL, BL, LK (close)

Head Swipe:
←, ↓, →, →, HK (close)

Animality (bunny):
↓, ↓, ↓, RN (close)

Friendship:
↓, ←, →, →, LP

Babality:
→, →, ↓, →, HK

Stage Fatality:
→, ↓, ↓, LK

Brutality: HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL

Button Link Combos:

1. HK, HK, LK, ← + HK
2. HP, HP, ← + LP, → + HP

Kung Lao™

Special Moves

Hat Throw:

←, → + LP

Teleport:

↓, ↑

Spinning Shield:

→, ↓, → + RN

Air Diving Kick:

↓ + HK (in air)

Finishing Moves

Hat Dice:

→, →, ←, ↓ + HP (close)

Whirlwind Kill:

RN, BL, RN, BL, ↓ (at mid range)

Animality (Jaguar):

RN, RN, RN, RN, BL (close)

Babality:

↓, →, → + HP

Friendship:

RN, LP, RN, LK (far)

Stage Fatality:

↓, ↓, →, →, LK

Brutality: HP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP

Button Link Combos:

1. LK, LK, ← + HK
2. HP, LP, HP, LP, LK, LK, ← + HK

Nightwolf™

Special Moves

Arrow:

↓, ↙, ← + LP

Hatchet Swipe:

←, ↙, ↓, ↘, → + HP

Finishing Moves

Energy Channel:

↑↑, ←, → + BL (close)

Lightning Axe:

(HP) ←, ←, ↓ (far sweep)

Animality (Wolf):

→, →, ↓, ↓ (close)

Chest Reflect:

←, ←, ← + HK

Shoulder Ram:

→, → + LK

Babality:

→, ←, →, ← + LP

Friendship:

RN, RN, RN, ↓ (sweep)

Stage Fatality:

RN, RN, BL

Brutality: HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK

Button Link Combos:

1. HP, HP, LP
2. LK, HP, HP, LP
3. HP, HP, LP, HK
4. HP, HP, LP, ← + HK

Reptile™

Special Moves

Acid Spit:

→, →, HP

Slow Force Ball:

←, ←, HP + LP

Fast Force Ball:

→, →, HP + LP

Slide:

← + LP + BL + LK

Invisibility:

↑, ↓, HK

Reverse Elbow Attack:

←, →, LK

Finishing Moves

Body Snack:

←, →, ↓, BL (1/2 screen)

Animality (Chimp):

↓, ↓, ↓, ↑, HK (close)

Babality:

→, →, ←, ↓, LK

Acid Puke:

→, →, ↑, ↑, HK (sweep)

Friendship:

↓, →, →, ←, HK (close)

Stage Fatality:

BL, RN, BL, BL

Brutality: HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP

Button Link Combos:

1. HP, HP, ↓ + LP
2. HK, HK, ← + HK
3. HP, HP, HK, ← + HK

Scorpion™

Special Moves

Spear:

←, ←, LP

Teleport Punch:

↓, ↙, ←, HP

Air Throw:

BL (in air next to opponent)

Finishing Moves

Toasty:

↓, ↓, ↑, HK (1/2 screen)

Friendship:

←, →, →, ←, LK (close)

Hell Raiser:

→, →, ↓, ↑, RN (close)

Babality:

↓, ←, ←, →, HP

Animality(Penguin):

→, ↑, ↑, HK (close)

Stage Fatality:

→, →, ↑, ↑+LP

Brutality: HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP

Button Link Combos:

1. HP, HP, ↑ + LP
2. HP, HP, HK, ← + HK
3. HK, HK, LK, LK

Sektor™

Special Moves

Missile:

→, →, LP

Seeking Missile:

→, ↘, ↓, ↙, ← + HP

Teleport Uppercut:

→, →, LK

Finishing Moves

Compactor:

LP, RN, RN, BL (at mid range)

Babality:

←, ↓, ↓, ↓, HK

Flame Thrower:

→, →, →, ← + BL (at mid range)

Friendship:

RN, RN, RN, RN, ↓ (far)

Animality (Bat):

→, →, ↓, ↑ (close)

Stage Fatality:

↓, ↓, ↓, RN

Brutality: HP, HP, BL, BL, HK, HK, LK, LK, LP, LP, HP

Button Link Combos:

1. HP, HP, ↓ + LP
2. HP, HP, HK, ← + HK

Sheeva™ (Saturn Only)

Special Moves

Teleport Stomp:

↓, ↑

Ground Stomp:

←, ↓, ← + HK

Fireball:

↓, ↘, → + HP

Finishing Moves

Hammerhead:

→, ↓, ↓, → + LP (close)

Babality:

↓, ↓, ↓, ←, HK

Skin Rip:

(HK) ←, →, → (close)

Friendship:

→, →, ↓, →, HP

Animality (Scorpion):

RN, BL, BL, BL

Stage Fatality:

↓, →, ↓, → + LP

Brutality: HP, LP, BL, LK, HK, BL, HK, LK, BL, LP, HP

Button Link Combos:

1. HP, HP, LP, → + HP
2. HK, HK, LK, ← + HK
3. HP, HP, LP, HK, HK, LK, ← + HK

Sindel™

Special Moves

Sonic Dizzy:

→, →, →, HP

Float:

←, ←, →, HK

Finishing Moves

Death Yell:

RN, RN, BL, BL, RN + BL (close)

Hair Spin:

RN, RN, BL, RN, BL (at mid range)

Animality (Wasp):

→, →, ↑ + HP (close)

Brutality: HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP

Button Link Combos:

1. HP, HP, ↓ + HP
2. HP, HP, LP, HK
3. LK, HP, HP, LP, HK
4. LK, HP, HP, ↓ + HP

Smoke™

Special Moves

Spear:

←, ←, LP

Teleport Uppercut:

→, →, LK

Finishing Moves

Armageddon:

(BL) ↑, ↑, →, ↓ (far)

Bomb Pill:

(RN + BL) ↓, ↓, →, ↑ (at mid range)

Animality (Bull):

↓, →, →, BL (far)

Brutality: HP, LK, LK, HK, BL, BL, LP, LP, HP, HP, BL, BL

Button Link Combos:

1. HP, HP, LP
2. HP, HP, HK
3. HP, HP, LK, HK, ← + LP

Fireball:

→, →, LP

Air Fireball:

↓, ↘ + LK while jumping or floating

Babality:

RN, RN, RN, ↑

Friendship:

RN, RN, RN, RN, RN, ↑

Stage Fatality:

↓, ↓, ↓ + LP

AirThrow :

BL (in air)

Invisibility:

(BL) ↑, ↑, RN

Babality:

↓, ↓, ←, ← + HK

Friendship:

RN, RN, RN, HK

Stage Fatality:

→, →, ↓, LK

Kurtis Stryker™

Special Moves

Rushing Throw:

→, →, HK

Baton Takedown:

→, ←, LP

Low Grenade:

↓, ↙, ← + LP

Finishing Moves

Explosive:

↓, →, ↓, →, BL (close)

Super Tazer:

→, →, →, LK (far)

Animality (Dinosaur):

RN, RN, RN, RN, BL (at mid range)

Brutality: HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK

Button Link Combos:

1. LK, HP, HP, LP
2. HK, HP, HP, LP

High Grenade:

↓, ↙, ← + HP

Bustin' Caps:

←, → + HP

Babality:

↓, →, →, ← + HP

Friendship:

LP, RN, RN, LP (far)

Stage Fatality:

→, ↑, ↑ + HK

Sub-Zero™

Special Moves

Ice Ball:

↓, ↘, → + LP

Ice Shower:

↓, ↘, → + HP

Finishing Moves

Body Breaker:

BL, BL, RN, BL, RN (close)

Freezing Mist:

←, ←, ↓, ← + RN (at mid range)

Animality

(Polar Bear):

(BL) →, ↑, ↑

Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP

Button Link Combos:

1. HK, HK, ← + HK
2. HP, HP, LP, LK, HK, ← + HK

Sub Xerox:

↓, ↙, ← + LP

Slide:

← + LP + BL + LK

Babality:

↓, ←, ←, HK

Friendship:

LK, RN, RN, ↑

Stage Fatality:

←, ↓, →, → + HK

Shang Tsung™

Special Moves

Fireball:

←, ←, HP

Double Fireball:

←, ←, →, HP

Morphs:

<i>Cyrax:</i>	BL, BL, BL	<i>Liu Kang:</i>	Rotate D-pad 360 degrees clockwise 2 times	<i>Sheeva:</i>	(LK) →, ↓, →
<i>Ermac:</i>	↓, ↓, U			<i>Sindel:</i>	←, ↓, ←, LK
<i>Jade:</i>	→, →, ↓, ↓ + BL	<i>Mileena:</i>	RN, BL, HK	<i>Sonya:</i>	↓ + RN + LP + BL
<i>Jax:</i>	→, →, ↓ + LP	<i>Nightwolf:</i>	↑, ↑, ↑	<i>Stryker:</i>	→, →, →, HK
<i>Kabal:</i>	LP, BL, HK	<i>Reptile:</i>	RN, BL, BL, HK	<i>Sub-Zero:</i>	→, ↓, →, HP
<i>Kano:</i>	→, ←, →, BL	<i>Scorpion:</i>	↓, ↓, →, LP	<i>Classic Sub-Zero:</i>	BL, BL, RN, RN
<i>Kitana:</i>	→, ↓, →, R	<i>Sektor:</i>	↓, →, ←, RN		
<i>Kung Lao:</i>	RN, RN, BL, RN				

Finishing Moves

Bed of Spikes:

(LP) ↓, →, →, ↓ (close)

Soul Removal:

(LP), RN, BL, RN, BL (close)

Animality (Cobra):

(HP) RN, RN, RN (sweep)

Brutality: HP, BL, BL, BL, LK, HP, LP, LP, BL, BL, BL

Button Link Combos:

1. HP, HP, LP, ← + HK
2. LK, HP, HP, LP, ← + HK

Ermac™

Special Moves

Fireball:

↓, ←, LP

Teleport Punch:

↓, ←, HP

Telekinetic Slam:

←, ↓, ←, HK

Finishing Moves

Telekinetic Massacre:

↓, ↑, ↓, ↓, BL (sweep)

Uppercut Decapitation:

RN, BL, RN, RN, HK (close)

Stage Fatality:

RN, RN, RN, RN, LK

Brutality: HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP

Button Link Combos:

1. LK, LP
2. HK, HK, LK, ← + HK
3. HP, HP, ← + LP, HK, ← + LK
4. HP, HP, ← + LP, ↓, ↘, → + HP

Mileena™

Special Moves

Sai Toss:

(HP) 2 seconds, then release

Teleport Kick:

→, →, LK

Ground Roll:

←, ←, ↓, HK

Finishing Moves

Nail Shooter:

←, ←, ←, →, LK (far)

Animality(skunk):

→, ↓, ↓, →, HK (close)

Babality:

↓, ↓, →, →, HP

Bone Spit:

↓, →, ↓, →, LP (close)

Friendship:

↓, ↓, ←, →, HP

Stage Fatality:

↓, ↓, ↓, LP

Brutality: HP, LP, LP, HP, BL, HK, LK, LK, HK, BL, HP, LP

Button Link Combos:

1. HP, HP, ↑ + LP, ↓ + HP
2. HP, HP, HK, HK, ↑ + LK, ↑ + HK

Motaro™

Fighting Against Motaro

To be successful fighting against Motaro, you must be ready to counter his jumping attacks with a swift jump kick of your own. Once you knock him down, immediately run toward his dazed body, and unleash your character's biggest Button Link combo. Occasionally, Motaro will block the first few hits of the combo, but you are almost certain to connect with the last couple. In fact, sometimes he won't block any of the hits, resulting in a more speedy victory for you.

One important thing to keep in mind: almost all of Motaro's attacks can be countered with an uppercut. This includes Motaro's Low Jumping Lunge, High Jumping Lunge, and Tail Swipe. If you're extremely quick, you can even stop him from using his Grab with an uppercut. By using the "jump kick/combo" system to fight against him, you are almost guaranteed a victory every time you fight him. Just remember to refrain from using your character's projectiles. They're useless since Motaro's tough outer skin can deflect them back toward you.

Shao Kahn™

Fighting Against Shao Kahn

Depending on who you're playing as, you may either destroy or be destroyed by Shao Kahn. The most basic strategy to defeat the head Boss is to constantly duck down, then immediately uppercut him when he performs his Shadow Rising Uppercut. Follow that with your character's most devastating Button Link Combo, and you may stand a chance. When the combo has knocked him away, go back to the ducking position and start the pattern again.

Another way to defeat Kahn is by repeatedly using your character's projectile attacks. This tactic is not as effective as the first, but with certain characters, it can be utilized. Some examples include: Sub-Zero's Ice Ball/uppercut and Liu Kang's Low Fireball.

Also, if you find yourself being approached by Kahn, and you want to keep him away, use a sweep. Usually, Shao Kahn will perform his Shadow Shoulder Rush and the sweep will knock him out of it.

The final way to defeat Shao Kahn is to use a character who has a Button Link combo that knocks Shao Kahn into the air. After you have performed the combo, run up next to his fallen body and perform the combo again as he begins to rise. This pattern is very effective and will lead you to victory, almost every time.

Classic Smoke™

Secret Code—Playing As Classic Smoke

(Saturn and Super NES versions only.)

To access Classic Smoke, pick RoboSmoke and then hold ←, + HP + BL + RN + HK. If the code is performed correctly, Robo-Smoke becomes Classic Smoke. Unlike other hidden characters, you must enter Classic's Smoke's code each time you want to play as him.

Special Moves

Teleport Punch:

↓, ←, HP

Spear:

←, ←, LP

Air Throw:

BL (while in air next to opponent)

Finishing Moves

Uppercut Decapitation:

RN, BL, RN, RN, HK

Babality:

↓, ←, ←, →, HP

Stage Fatality:

→, ↑, ↑, LP

Brutality: HP, HP, BL, LK, HK, HP, HK, HP, HK, LP, LK

Button Link Combos:

1. HP, HP, HK, ← + HK
2. HP, HP, ↑ + LP
3. HK, HK, LK, ← + HK

Classic Sub-Zero™

Special Moves

Ice Blast:

↓, →, LP

Ground Freeze:

↓, ←, LK

Slide:

← + LP + BL + LK

Finishing Moves

Head Rip:

↓, ↓, ↓, →, HP (close)

Stage Fatality:

→, ↓, →, →, HP

Brutality: HP, LP, HP, BL, LK, LK, HK, HK, LP, HP, LP

Button Link Combos:

1. HP, HP, ↓ + LP, ↓ + HP
2. HP, HP, LK, HK, ↓, ↘, → + LK
3. HK, LK, ↓, ↘, → + LK

Rain™ (Super NES and Genesis Only)

Special Moves

Sky Lightning

←, ←, ← + HP

Mind Control Orb

↓, ↘, →, HP

Super Roundhouse

← + HK

Finishing Moves

Babality

→, ←, ←, HP

Noob Saibot™ (Super NES and Genesis Only)

Special Moves

Clone Throw

→, →, HP

No Block Ball

↓, ↘, →, LP

Teleport

↓, ↑

Finishing Moves

Babality

→, →, →, LP

Secret Kodes

Ultimate Mortal Kombat 3 is loaded with special gameplay features that are accessed by entering codes at the correct time. For a complete description of where, when, and how to enter these special codes, see the "Game Basics" section of this book.

The Ultimate Kombat Kodes (Saturn Version Only)

Enter the following codes after losing to the computer in a one-player game and you can add a new character to the cast of selectable characters.

Ermac

9, 6, 4, 2, 4, 0

Mileena

7, 0, 0, 7, 2, 3

Classic Sub-Zero

7, 6, 0, 5, 2, 0

Versus Screen Kodes

You must enter these code combinations at the Versus Screen to reveal several game secrets.

Disable Throws

1, 0, 0, 1, 0, 0

Player One: 1/2 Energy

0, 3, 3, 0, 0, 0

Disable Blocking

0, 2, 0, 0, 2, 0

Player Two: 1/2 Energy

0, 0, 0, 0, 3, 3

No Power Bars

-1, -2, -3, 1, 2, 3

Player One: 1/4 Energy

-3, 0, -3, 0, 0, 0

Dark Fighting

-4, -2, -2, 4, 2, 2

Player Two: 1/4 Energy

0, 0, 0, -3, 0, -3

Randper Kombat

4, -4, 0, 4, -4, 0

Fight Motaro

-1, -4, -1, 1, 4, 1

Psycho Kombat

-1, -2, 5, 1, 2, 5

Fight Shao Kahn

0, 3, 3, 5, -4, 4

Unlimited Run

4, -4, -4, 4, -4, -4

Fight Smoke

2, 0, 5, 2, 0, 5

Fight Noob Saibot

-3, -4, -1, 3, 4, 2

Hidden Shooter Game

-4, 4, 2, 4, -4, -2

Message Code #1

1, 2, 3, -1, 2, -4

Message Code #2

-1, -2, -3, -4, -4, -4

Message Code #3

2, -2, 2, 2, -2, 2

Jade's Desert

3, 3, 0, 0, 3, 3

Scorpion's Lair

-4, -4, -4, 4, 4, 4

Bell Tower

0, -1, 1, 1, -1, 0

Noob's Dorf

0, 5, 0, 0, 5, 0

Portal

-1, 3, 3, -1, 3, 3

The Subway

-2, -2, 0, 0, -2, -2

The Graveyard

-4, -4, -4, 3, 3, 3

The Roof

3, 4, 3, 3, 4, 3

Pit III

-2, 2, 0, 0, 2, -2

New Randper Kombat

4, 4, 4, 4, 4, 4

Silent Kombat

3, 0, 0, 3, 0, 0

Display the Version # of the Game

-1, -1, -1, -1, -1, -1

Throwing Encouraged

0, 1, 0, 0, 1, 0

Tour Plug

5, 5, 0, 5, 5, 0

4-Player Explosive Kombat

2, 2, -3, 2, 2, -3

**4-Player Explosive Kombat/
Throwing Disabled**

0, 2, 2, 2, 2, 0

Mike Vinikour Quote

4, 4, -2, -2, 4, 4

Eddie Ferrier Quote

1, 2, 2, 2, 2, 1

Rain Clue

-3, 1, -3, 3, 1, 3

Ed Boon Quote

0, 0, 4, 4, 0, 0

Shao Kahn Cave Background

0, 0, 4, -3, 0, 0

River Background

0, 0, 2, 0, 0, 3

Temple Background

-4, 0, 0, 0, 4, 0

Soul Background

1, 2, 3, -1, 0, 1

Bridge Background

0, -3, -3, 0, 2, 2

Tower Background

-2, -2, 0, 2, 2, 0

Street Background

0, -3, -1, 0, 3, 5

Sans Power

0, 4, 4, 4, 4, 0

More Secret Kodes!

Sega Saturn

Free Play Mode

To access Free Play Mode, enter the following codes at the Title Screen (purple skeleton screen):

↑, ↑, →, →, ←, ←, ↓, ↓

or

↑, ↑, ←, ←, →, →, ↓, ↓

When entered correctly, you should hear the word “Excellent!” Now when the Game Select Screen appears, you’ll see the words “Free Play” at the bottom of the screen.

Super NES & Sega Genesis

There are plenty of cool gameplay features that can be accessed by entering codes at the Versus Screen. At the bottom of the screen is a row of six boxes. To enter the codes, Player 1 enters the first three while Player 2 enters the last three. For each Player, the first box is entered by pressing the Y button, the second by pressing the B button, and the third by pressing the A button. (For Sega Genesis, the A button is the first box, the B button is the second, and the C button is the last box.)

Each time you press a button, the symbol inside the box changes. The following legend lists all the symbols and the button presses it takes to get that symbol.

<i>Symbol</i>	<i># of Button Presses</i>
Dragon	0
MK3	1 (-9)
Yin Yang	2 (-8)
3	3 (-7)
?	4 (-6)
Lightning	5 (-5)
Goro	6 (-4)
Rayden	7 (-3)
Shao Kahn	8 (-2)
Skull	9 (-1)

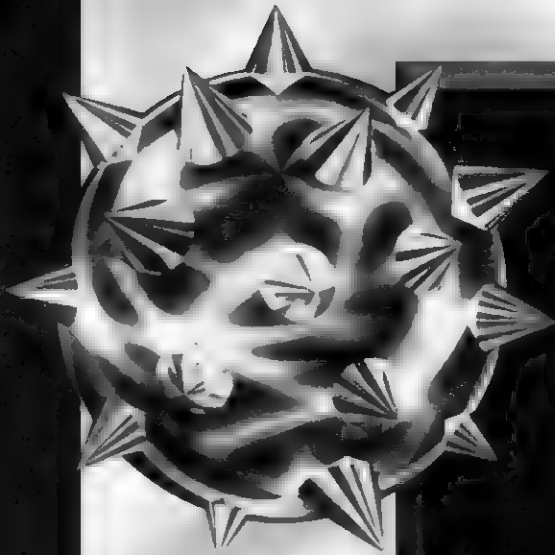
To enter a negative number, simply hold Up on the D-pad and press the appropriate button on the controller.

The following are Super NES & Sega Genesis Codes

<i>Code</i>	<i>Player 1</i>	<i>Player 2</i>
Throwing Disabled	1,0,0	1,0,0
Throwing Encouraged	0,1,0	0,1,0
Blocking Disabled	0,2,0	0,2,0
Player 1 Half Power	0,3,3	0,0,0
Player 2 Half Power	0,0,0	0,3,3
Dark Fighting	-4,-2,-2	4,2,2
Randper Fighting	4,-4,0	4,-4,0
Player 1 Quarter Health	-3,0,-3	0,0,0
Player 2 Quarter Health	0,0,0	-3,0,-3
Winner Fights Motaro	-1,-4,-1	1,4,1
Winner Fights Shao Kahn	0,3,3	5,-4,5
Winner Fights Noob Saibot	-3,-4,-1	3,4,2
Winner Fights Smoke	2,0,5	2,0,5
No Power Bars	-1,-2,-3	1,2,3
Fast Uppercut Recovery	-4,-2,-2	4,2,2
Psycho Kombat	-1,-2,5	1,2,5
Kombos Disabled	-1,-1,-1	-1,-1,5
Extended Fatality Time	-1,5,5	-1,5,5

The following are Super NES Codes ONLY!

<i>Code</i>	<i>Player 1</i>	<i>Player 2</i>
Timer Off	-1,-1,-1	-1,-1,-1
Sweeps Disabled	0,-1,1	2,-1,3
Double Speed	1,-1,1	1,-1,1
Nintendo Power Fighting	4,3,2	2,3,4
Health Recovery	0,1,2	0,1,2



Virtua Fighter 3TM

Legend

G	Guard
P	Punch
K	Kick
E	Escape

Basic Moves

Dodge Towards Screen	E or ↑+E
Dodge Away From Screen	↓+E
Dash Forward	→, → or →+E
Dash Backward	←, ←, or ←+E
Dash From Crouch	↙, ↙
Small Jump	↓, ↑
Big Jump	↓, (↑)
Short Pounce	↑+P
Long Pounce	↓, (↑)+P

Akira Yuki

Date of birth:	9/23/68
Sex:	M
Blood type:	O
Height:	5'11"
Weight:	174 lbs.
Job:	Kung Fu Instructor
Hobby:	Kung Fu
Country:	Japan
Fighting style:	Hakkyoku-ken/Eight Extremes Fist

After attaining the grand prize in the 2nd tournament, Akira returned home and proudly told his father of his victory. His father's terse response was, "don't flatter yourself. You haven't mastered anything yet." From that very day, his father's severe training began again. In order to finally complete his training, and answer the question, "What is true strength," Akira resolved to fight in the tournament once again.

Move Name	Code
Mountain Paste	←, →+P+K+E
Dashing Elbow	→, → +P
Super Elbow	→, →, → +P
Jump Kick	→, →+K
Double Jump Kick	→, →+K, K
Palm Strike	(↓), →+P
Double Palm Strike	(↓), ←, →+P
Rising Gun	↘, ↘+P
Body Check	←, →, →+P+K
Spirit Grab	↙, →+P+G (Throw)
Reverse Bodycheck	←, ↘+P+G (Throw)
Big Downfall	←, →+P+G (Throw)
Lion Throw	→, ←+P+G or ↘+P+G (Throw)
High Reverse	←+P+K
Low Strike	↘+P+K
High Mountain	←, →+P+K
Dragon Spear	↘+K+G
High Guard Break	→+P+G
Big Finish	P+G (Rear Throw)

Jacky Bryant

Date of birth :	8/28/70
Sex:	M
Blood type:	A
Height:	6'
Weight:	165
Job:	Indy Car Racer
Hobby:	Training
Country:	American
Fighting style:	Sekken-do / Jeet-Kune-Do

Although Jacky succeeded in rescuing his brain-washed sister (Sarah), their attempt to deprogram her resulted in her complete memory loss. Since he didn't feel comfortable living with a sister who no longer remembered him, Jacky moved into his own apartment in New York. When he heard Sarah planned to enter the 3rd tournament in hopes of recovering some of her lost memories, Jacky decided to follow in order to protect her.

Move Name	Code
Lightning Kick	↓+P+K, K, K, K, K
Knee Strike	→, ←+P+G (Throw)
Slap	P+K
Elbow-Spin Kick	→+P, K
Side Hook Kick	←+K
Switch Step	↓, ↓
High Backfist-Kick	←+P, K
Kick-Spinning Knuckle	K, P, K
Elbow, Knuckle Kick	→+P, P, K
Elbow, Knuckle, Low Kick	→+P, P, ↓+K
Double Punch, Knee Kick	P, P, →+K
Slap-Knuckle Combo	P+K, P, K
Double Low Kick	↓+K, K
Spinning Knuckle Combo	P, P, ←+P, K
Lightning Hook	↘+P, P, P, P
Two-Way Spin Kick	K, ↓+K
????	P, P, →+K

Jeffrey McWild

Date of birth :	2/20/57
Sex:	M
Blood Type:	A
Height:	6'
Weight:	245 lbs.
Job:	Fisherman
Hobby:	Reggae Music
Country:	Australia
Fighting style:	Pancractusium

After losing to Pai in the first round of the tournament, Jeffrey returned to Australia empty-handed. Poor Jeffrey was forced to attempt to rebuild his old, destroyed fishing boat (smashed by the legendary shark he is constantly hunting). Now, plagued by debts and running out of money quickly, Jeffrey has no choice but to enter the tournament once again.

Move Name	Code
???	→+P+G
Down Elbow	←+P
Double Uppercuts	↘+P, P
Head Attack	←, →+P+K
Heel Kick	→, ↓+K
Powerslam	↘+P+G (Throw)
Powerbomb	↘+P+K+G (Low Throw)
Middle Stab	→+P+K
Hammer	↓+P+K
Toe Kick & Hammer	↓+K, ↓+K, P
Kenka Upper	↘, ↘+P
Tornado Hammer	→, ←+P
Machine Gun Stab	P+E, P+E, P+E
Running Uppercuts	←, ↘+P, P
Kenka Hook	←, →+P
Splash Mountain	↘, ↘+P+G (Throw)

Kage-Maru

Date of birth:	6/6/71
Sex:	M
Blood type:	B
Height:	5'8"
Weight:	141 lbs.
Job:	Ninja
Hobby:	Mah-jong
Country:	Japan
Fighting style:	Hagakure-ryu Jyu-jitsu/Hagakure

Kage finally succeeded in saving his mother (who had been transformed into Dural) in the 2nd tournament. For many months, Kage and his mother lived peacefully in a small, hidden village. However, nearly a year later, Kage's mother was suddenly stricken by a mysterious illness. Kage's investigation into her ailment revealed it to be a side-effect of her transformation into Dural. Now he enters the new tournament to discover what connection the illness has to the latest Dural.

Move Name	Code
Flipkick	↖+K+G
Falling Blade	→+P+K
Falling Leaf	←+K+G
Flying Corkscrew	→, →+K+G
Flying Kick	→, →+P+K+G
10 Foot Toss	←+P+G (Throw)
Shadow Mist	←, →+P+G (Throw)
Sword Mist	↘+P+G (Throw)
Helix	←+P
Twisting Blade	↘+P+K
Mountain Smash	(↓), ↘+P
Whirling Blade	↓+P+K
Reverse Throw	→+P+G
Floating Body Throw	↗+P+G
????	4+P+G

Lau Chan

Date of birth:	10/2/40
Sex:	M
Blood type:	B
Height:	5'6"
Weight:	167 lbs.
Job:	Chinese Cook
Hobby:	Chinese Poetry
Country:	China
Fighting style:	Koen-Ken/Tiger and Swallow System

Shortly after barely losing the 2nd tournament to Akira, Lau received word that his restaurant was in a dire financial situation. For a while, Lau returned to his kitchen in an attempt to revive the once famous restaurant. When he received an invitation to the 3rd tournament, Lau left the kitchen in the hands of his best apprentice, and began the preparations for his journey. They say a thin smile appeared on his lips...

Move Name	Code
Tiger Strike	↘+P+K
Roundhouse	K+G
Sweep	↓+K+G
Tiger Sting Kick	↗+K
Tiger Kick	↗+K+G
Two-footed Sweep	→, ↓+K
Lunging Palm	↘, ↘+P
Punch Rush & Roundhouse	P, P, P, K
Throat Grab	←, →+P+G (Throw)
Stumbling Throw	←, ↓+P+G (Throw)
Earth-Collapsing Attack	↘, ↘+P+G (Throw)
Flying Swallow	←, ←+P
Whirlwind Leg	←, ←+K+G
Two Roundhouses	K, K
Yangqing Fist	←, →, →+P
Multi-Sweeps	↓+K, K, K, K
Tiger Palm	←, →+P
Kung-Fu Grip	→, →+P
Knife Hand Combo	↘+K, P, P

Lion Rafael

Date of birth:	12/24/79
Sex:	M
Blood type:	AB
Height:	5'5"
Weight:	129 lbs.
Job:	High School Student
Hobby:	Knife Collecting
Country:	France
Fighting style:	Toru-Ken/Seven Stars Mantis Fist

Although Lion lost to Kagemaru in the first round of the tournament, he became aware of a burning, fighting spirit buried deep within him, a satisfying feeling he had never tasted before. Promising a rematch to all the fighters, Lion returned home and became absorbed in his training. In that time, his skills have improved greatly (Lion was ranked as one of the worst fighters in VFII). Lion has accepted the invitation to compete in his 2nd tournament.

Move Name	Code
Happy Dance	↑+P
Sweep	↓+K+G
Hand Sweep	↓+P+K
Whirlwind	→+P+K
Elbow Dive	←+P+G (Throw)
Puncturing Arrows	↙+K
Descending Fist	↘+P (Ground Attack)
Changing the Diaper	↘+P+G (Throw)
Hand Sweep Combo	P, P, ↓+P
Fly Swatter	K, K
Pouncing Palm	(↓), →+P
Swinging Elbow Punch	→+P, P
Slashing Knee	(↓), →+P+G (Throw)
Rolling Body Kick	←+P, P, K
Strike Kick	←, →+P+G (Throw)

Pai Chan

Date of birth:	5/17/75
Sex:	F
Blood type:	O
Height:	5'5"
Weight:	108 lbs.
Job:	Action Star
Hobby:	Dancing
Nationality:	Hong Kong
Fighting style:	Ensei-Ken/White Crane Fist

Losing to Lau a second time, Pai left the tournament with a new perspective on her father. What was it that he sought with his fists that was important enough for him to forsake his family? Pondering this, Pai began working on her new world-spanning, big budget film, until she heard that there would be a 3rd tournament...

Move Name	Code
Sweep	↓+K+G
Reverse Roundhouse	←+K+G
Ice-Breaker	→+P
Lunging Kick	→, →+K
Flying Crane Kicks	↗+K ,K
Punch Flipkick Combo	P, P, P, ↖+K
DDT	→, ←+P+G
High Reverse	←+P+K
Stumbling Throw	←, ↓+P+G
Straddling Flip Throw	↘+P+G
Shadow Fist Combo	↘+P, P, →+P
Crane Sweeps	↓+K, K
Two Sweeps	↓+K, K
Knife Hand	(↓), →+P
Low Blue Fist	↘+P

Sarah Bryant

Date of birth:	7/4/73
Sex:	F
Blood type:	AB
Height:	5'6"
Weight:	118 lbs.
Job:	College Student
Hobby:	Sky Diving
Nationality:	American
Fighting style:	Sekken-Do / Jeet-Kune-Do

Although Sarah was rescued by Jacky, who claimed to be her brother, all of her memories had been wiped clean (Sarah had previously been brainwashed by Dural's creators, Judgment 6, to kill Jacky). Although occasional fragments of her memories began to return as she lived her daily life, she found that they returned far more often during her training. Perhaps she can recover the rest of her memories by fighting. With that hope, she decided to enter the 3rd tournament.

<i>Move Name</i>	<i>Code</i>
Double Joint Attack	→+P, K
Illusion Kick	↘+K, K
Double Kick	←+K
Tornado Kick	↗+K+G
Round Kick	↑+K+G
Spinning Kick	K+G
Rising Knee Combo	P, P, P, K
Flipkick Combo	P, P, P, ↖+K
Clothesline	→, →+P+G (Throw)
Low Spin Kick	↘+K+G
Spinning Heel Kick	←+K+G
Double Thrust Kick	K, K
Spinning Turn Kick	↗+K
Moonsault	↗+P
Dragon Cannon	↙+K
Lightning Knee Kick	←+P+G (Throw)

Shun Di

Date of birth:	1/2/12
Sex:	M
Blood type:	O
Height:	5'3"
Weight:	133 lbs.
Job:	Herbal Doctor
Hobby:	Collecting Medicinal Herbs
Country:	China
Fighting style:	Sui-Ken/Drunken Fist

During the 2nd tournament, Shun saw a suspicious shadow in one of the rings. When he followed it, it turned out to be one of his beloved disciples, a man he himself raised. Shun didn't have an opportunity to talk to him, but the incident filled his heart with doubt. Why would they meet here? Why hadn't he heard from his student in so many years? Determined to solve the mystery, Shun decided to enter the next tournament and find out.

Move Name	Code
Falling Body Straddle	↘+P+G
Chin Strike	←, →+P, P, P
Cartwheel Kick	→, →+K
Two-Fisted Attack	→+P+K
Sweep	↓+K+G
Sit Down	↓, ↓
Floating Dance	↑+P+K
Drunken Master's Gambit	P+K (after Handstand)
Chasing Attack	→+P, P, P, K
Punch Sweep Combo	P, P, ↓+K, K
Jumping Jack Attacks	K, K
Dodging Kick	→+K+E
Two-Handed Push	P+K
Drunken Walk - Hard Fists	←, ↘+P

Wolf Hawkfield

Date of birth:	2/8/66
Sex:	M
Blood type:	O
Height:	5'10"
Weight:	220 lbs.
Job:	Wrestler
Hobby:	Karaoke
Country:	Canada
Fighting style:	Professional Wrestling

After losing to Akira in a close match, Wolf returned home, and resumed his training with the forces of nature as his opponents. One day, he had a dream in which somebody stopped a man who was trying to destroy the world. When he told this to a local fortune teller, he was told to obey his dreams. This is something he could not ignore.

<i>Move Name</i>	<i>Code</i>
Shoulder Ram	←, →+P
Drop Kick	↗+K
Body Slam	↘+P+G (Throw)
Double Arm Suplex	↙+P+K+G (Low Throw)
Rolling Swat	→+K+G
Dragon Screw	↙+P+K
Arm Whip	→, →+P+G (Throw)
Dragonfish Blow	→+P, P
Tomahawk	↗+P
Short Shoulder	←, →+P+K
Lariat	↘+P+K
Catch	→+P+G
Powerbomb	P+G (after Catch)
Captured	←+P+K

Aoi Umenokouji

Date of birth :	N/A
Sex:	N/A
Blood type:	N/A
Height:	N/A
Weight:	N/A
Job:	N/A
Hobby:	N/A
Nationality:	N/A
Fighting style:	N/A

Aoi is the eldest daughter of a father who runs a famous martial arts studio. Her father and Akira's father are old friends, and their children have trained together since childhood. It was from Akira himself that Aoi's father learned of the tournament, and Aoi seemed very interested. Could Aoi and Akira be Virtua Fighter's first romance?

Move Name	Code
Robe Wheel	→, →+P
Cracking Thunder Blade	→+K
Running Bird	↓+K+G
Cease to Rival	↘+P
Small Jabs with Fat Blade	P, P, P, K
Elbow	→+P
6 Level Obi Throw	←+P+G (Throw)
Whirling Dervish	↘+P+G (Throw)
Pull Down	←, ↙, ↓, ↘, →+P+G (Throw)
Throw Combo B	→, ↓+P+G (after Pull Down)
Throw Combo C	↓, ↑+P+G (after Throw Combo B)
Single Hand Toss	↓+P+K+G (Throw)
Breaking Technique	↘+P+G (Ground Throw)
Flowing Hands	←+P
Feather Duster	↙+P
Falling Body	←+P+K (High Reverse)
Jaw of the Dragon	↙+P+K (Mid Reverse)

Taka-Arashi

Date of birth:	N/A
Sex:	M
Blood type:	N/A
Height:	N/A
Weight:	N/A
Job:	N/A
Hobby:	N/A
Nationality:	N/A
Fighting style:	N/A

In the Sumo world, Taka-Arashi is famous for his unusually brutal fighting style. One day, while entertaining at an American bar, Taka-Arashi agreed to settle an argument in an underground fist fight. Taka-Arashi fiercely bested his opponent, a man famous in the world of underground fighting. Upon his return to Japan, Taka-Arashi informed his boss of his decision to leave Sumo wrestling. On that same day, Taka-Arashi received an invitation to the 3rd Virtua Fighter tournament. With his blood still boiling with the thrill of battle, he accepted.

Move Name	Code
Stretching Hands	P,P,P,P,P
Striking Hand	→, →+P
High Strike	↘+P+K
Elbow	→+P
Smashing Fist	P+K
Force Blow	(↓), →+P
Close Strike	←+P+K
Opening Sweep	↓+P+K
Demon Murder	↘+P+K
Hanging Outside	↘+P+G (Throw)
Sword Slash	(↓), ←+P+G (Throw)
Four Right	→+P+G
Paddle Throw	→+P+G (after Four Right)
Grasping Throw	↘+P+K+G (Throw)

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